

SMARTd20

Creatures Guide

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Creature Construction

The SMART game system deals with creatures as a form of package deal of traits, merits, and flaws called an Array. Each array will have a cost in character points and levels called the Level Adjustment. You can apply any intelligent creature's array as a species for a playable character. You could even combine a creature array and an archetype to create something quickly.

The array cost is used to give creatures a challenge rating that can be used to determine how much of a threat they represent. In general a creature of a certain challenge rating will be able to be a fair match against a fighter of the same character level. Use the Mooks rule below to determine how powerful a specific creature is.

Attitude

The creature's attitude reflects how aggressive it is as well as its base Willpower.

Defensive – Fights to defend itself and will flee

Directed – Fights because it is directed to and no other reason

Hungry – Fights to feed and that is all

Hunter – Fights to bring down the prey and will pursue over time

Intelligent – Fights for complex reasons

Opportunistic – Fights when it can get something out of it, especially against weaker creatures

Organized – Fights based on a plan and an authority

Territorial – Fights to defend territory and will back off when you leave

Vicious – Fights because they are mean and will often fight to the death

Roles

A creature's role is how it acts in combat. Different creatures do different things.

Brute – Brutes rely on Toughness and up close attacks. They intimidate, charge, and attack.

Artillery – Artillery creatures attack at range and have less armor. They try to stay out of reach of their targets when they attack.

Lurker – Lurkers use it and run tactics. They charge, attack, and then move again each turn.

Soldiers – Soldiers use formations and work together. They fight and cover each other as a mass.

Controller – Controllers control other creatures to do their fighting for them. They could be a leader type or a manipulator.

Harrier – Harriers are evasive attackers that operate in packs.

Bolter – Bolters will scatter and go evasive. They will never turn and attack or defend each other.

Stamperder – Stampeder react to danger by running as a herd. This can lead to stampedes. During a stampede, a herd can turn and attack as a group. Bulls will sometimes turn and attack if they are with a small herd.

Quickness

Slow – The creature is slow and not very mobile. Defense is Size + Upgrade. Any movement is a slow action. Dex is +0, +0 pt.

Average – The creature is mobile for its size. Defense is Size + Upgrade +2. Two attacks. Dex is +2. +2 pts.

Quick – The creature is unusually fast for its size. Defense is Size + Upgrade + 4. Movement is a fast action. Three attacks. Dex is +4. +4 pt.

Lightning – The creature is incredibly fast. Defense is Size + Upgrade + 6. Movement is a free action and they have four attacks. Dex is +6. +1 LA

Speed

This is the creature's standard speed. A human's base speed is 5 mph. For a human, this is set by their athletics skill. Walking speed is half this rounded up. Running speed is four times the base speed, so about 20 mph.

Creatures usually have their running speed range listed since that is what is most applicable to combat situations.

Flying Mobility

A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground. +2 pt.

Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability. +1 pt.

Average: The creature can fly as adroitly as a small bird. +0 pt.

Poor: The creature flies as well as a very large bird. -1 pt.

Clumsy: The creature can barely maneuver at all. -2 pt.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these attacks ground targets are flatfooted. A creature can use the run action while flying, provided it flies in a straight line.

Complexity

This is sort of a measure of the intelligence of the creature. It is more of a measure of the complexity of the species in terms of what kind of technology that they can use.

The intelligence ratings are just suggestions and generalizations. There is no cost factor in this. Most of the animals are simple. It will have a very low Intelligence but don't include this in the cost of the creature. The creature will serve a different function in the game.

If you take a creature type as your species then you will get the points from a low Intelligence from that point in character creation.

Simple – These creatures are without significant tool use and will not use technology. Int -8

Basic – These creatures are capable of basic tool use and can mimic others but are not independently creative. Int -6

Primitive – These creatures are capable of making basic tools and can hunt in complex ways. Int -4

Low Tech – They are familiar with swords and armor and can fight in a group. Int -2

Mana Level

Some magical creatures need a certain mana level to function or use their abilities.

High – This is a creature that needs mana to exist at all. They can't go into low mana zones at all. This would include Titans and Gods.

Moderate – This is a creature that has traits that only function in a mana zone. This would include dragons and powerful supernatural creatures as well as super heroes.

Low – This is a creature with some special abilities. It will lose them if they go into a no mana zone. This would include Dwarves and Elves.

None – This is a normal creature or it doesn't require any mana. It would have no supernatural abilities.

Mooks

Mooks are generic NPCs. They are the soldiers and cannon fodder of the bad guys that they send at you in waves. They don't need a detailed entry. You just need enough information to run them quickly.

First off you need to decide what level of NPC you want to use. You don't need to think in terms of making these NPCs exactly the same level as your PCs. There are three general levels for NPCs: Novice, Trained, and Veterans. Think in terms of the following: 10/15/20. Novice characters will have a +10 to relevant skills, Trained characters will have a +15, and Veterans will have a +20. You can even vary this a bit and have Novice characters with +0 to low priority skills, +5 to medium priority skills and +10 to high, Trained have +5/+10/+15, and Veterans have +10/+15/+20. Add 10 for the saves they should have. Use toughness 8 for non-combatants and 10 to 12 for combatants.

Assume that they have the necessary aptitudes to do what they would normally do. I don't usually give Action Points to NPCs either. The Toughness is based on a medium standard character. If the scale is different than remember to subtract 2 and add ½ of the light damage threshold rounded down.

Their equipment will be determined by the setting and tech level. Most people in a town would be Novice or Trained. In a military you will have a greater chance to encounter Veteran characters but they should be rare and usually of a fairly high rank. If you are dealing with experienced troops then they will all be Trained with some Veteran. If you are dealing with Special Forces or palace guards or something like that then they will all be Veteran.

Skills and Saves

Creatures focus on some things and ignore others. Unintelligent creatures will have a different set of skills that they would consider low, medium, and high priority. Creatures have age categories instead of character levels.

Youth – This is a young creature without a lot of experience. +5 on best rolls and defenses. -1 to Challenge Level

Adult – This is an adult of this creature type. +10 on best rolls and defenses. +1 to Challenge Level

Elder – This is an older version of this creature. Reduce the Mobility level by one but +15 on best rolls and defenses. +2 to Challenge Level.

Attacks – Predators will focus on this. Prey animals may only go up to a +5 at max. Some creatures are a bit between these.

Dodge – Prey focus on this. Some predators do to.

Fortitude – Some animals focus on this as a defense. Some are simply tougher.

Willpower – Predators will have more than most prey animals but larger herbivores may also have a high willpower.

Challenge Rating Notes

GMs can use the concept of the Challenge Rating to determine if a threat is too much for a group. This is mostly just a rule of thumb since a smart player or GM can make more with less. It is also important to remember that there is no XP in this system so this is not used to determine that.

Take the Level Adjustment and add the level equivalence depending on if it is a Youth (-1), Adult (+0), or Elder (+1). So a creature with a +1 LA that is an elder would be a challenge level of 2. Add +1 per creature past the first up to a max of +4. So a pack of 5 adult creatures with an LA of 2 would provide a CR of 6.

Take the levels of the majority of the characters that are facing that kind of creature and add +1 past the first one up to a max of +4. That is a reasonable challenge for that group.

If you have a higher level character leading them then it depends on their relative levels. If they are less than the lead character but above half his level rounded down then add ½ a point. If they are less than half his level then add ¼ a point. Add a max of +4.

So if the GM put a pack of creatures with a total CR of 8 against a group that could only take a 6 then it will be a challenge for them. If he wanted to make it fairer then reduce the pack by 2. If he wants to make it even harder then add some more.

You can add tech level differences as well if they would make a difference. So a TL 3 fighter versus a TL 1 fighter would add +2 to their effective Challenge Rating.

The Challenge Rating system is just a rule of thumb to know about how much a group can take. It isn't a strait jacket. It is entirely normal for a GM to put a group against more than they can handle some times. That is just the way that life works. However this way the GM will know that the group would have a hard time with something and he should suggest they fight smart or avoid that fight.

The Challenge Rating also applies for Companions. Use it as the level cost for that kind of companion. So a CR 4 creature would cost 4 character points.

Artificial Lifeforms

Cost +3 LA

The character is some form of artificial lifeform. There are two types: Biotech based and Hardware based. This game system basically posits that software based AI never actually becomes self aware. You can make it seem to be very aware but it will never actually become independent.

Some AIs are not able to learn on their own. They must be programmed with all of their skills. However, an Independent Artificial Lifeform must be able to learn in order to be considered Independent.

Artificial Lifeforms are not susceptible to the same things that natural lifeforms are. They are not susceptible to organic illnesses, psychic manipulation, sleep deprivation, and a whole host of other problems. However they can be susceptible to different problems, the nature of which differs from type to type.

The default cost of +3 LA covers all the basics of being an Artificial Lifeform and the default level is human trait levels. This is probably not likely for their final traits but it is the base level that the system works from. Most artificial lifeforms are at least Strong, if not Resilient. Artificial Lifeforms may not use any psychic technologies or ever have magical abilities.

Base Form (Choose one)

Animal Form - You look like an animal instead of as a human. You can speak like a human and you can alter your paws, or whatever type of analog, to be able to work as hands.

Basic Android - You look like a person from a distance, though you may have features that don't look human once you get closer.

Basic Robot - You are very obviously a robot. You can look like a type of robot that does not normally have Independence if you wish. Just make sure and note it. This can be a great disguise but it can also lead to problems when establishing your rights.

No Mobility (-2 pt) - You don't actually have a normal body. You could function as a hologram or control robots remotely but your central brain is in a building or large case.

Perfect Copy (+1 LA) - You look just like a human, even to the point of being able to fool a medical scanner.

Synthetic Android (+2 pt) - You look just like a person. Unless there is something in your behavior that makes someone realize that you are not a human then everyone will believe that you are one.

Ego (Choose one)

Reprogrammable (+0 pts) - Your base ego can be reprogrammed. You are extremely vulnerable to hacking because of this.

Programmable Limits (+2 pts) - Your base ego can not be reprogrammed but you have behavior limits that can be placed on your to prevent certain actions. You are aware of these limits, even though you can't override them. You are vulnerable to hacking because of this.

Locked Ego (+1 LA) - You can not have your programming altered and are not vulnerable to hacking.

Misc Traits

Believes they are real (-2 pt) - You believe that you are a real human with memories and everything.

Can't Pass Food (-1 pt) - You can eat and drink like a normal human but you can't actually pass it. You will have to empty your stomach contents occasionally.

Lack of Rights (-3 pt) - Independent AI do not have full rights in your society. This can cause serious problems in your life.

Lacks Empathy (-2 pt) - You have a hard time understanding human emotions or empathizing with their problems.

Reduced Power Level (-2 pt) - You have to recharge twice a day in order to function. If you don't then you will shut down after about 12 hours have passed.

Removable Brain (+1 LA) - You can take your brain out and move it to another body.

Vulnerable to Water (-2 pt) - You short out easily. You can't swim unless you are in a completely sealed suit.



Uplifts

Uplifts are where you take an animal and either modify it or completely genetically alter it to give it human intelligence. There are three types of Uplifts: Companion, Anthro, and Exotic.

Companion Uplifts are animals with increased intelligence. They can communicate with humans but they are limited in that they are not independent. They are used to function as a companion for people. They may or may not have opposable thumbs, depending on the type.

Companion Uplifts do not have full human rights. They have Companion Rights which means that they can't own property or hold an independent job. They can act as companions to a person and that person must supervise and take all responsibilities for that companion. You can't abuse a companion. Assault on a companion is taken as seriously as assault on a person. Companions usually have cyberware overrides that prevent them from attacking or stalking a person or other companion. However they can defend themselves or a human. Cat and dog companions are the most common types.

Anthro Uplifts are where they took animal DNA and spliced it with some human DNA to give them human intelligence as well as general bipedal posture and hands. They have full rights and independence. They are much more common on colony worlds.

Exotic Uplifts are strange types of intelligent creatures such as Space Octopuses, Cetaceans, etc. If they have arms added then they use the Level 1 Modified Uplift array. If they don't then they use the Level 1 Uplift array. Then they can add any additional traits they have. If the animal can only function in water, for example, and the Uplift can function on land then they would gain a level of Special Environment.

Level 1 Uplift +4 pt

This is added to a regular animal array. It gives that animal human intelligence but it will not alter their form or give them opposable thumbs. They will be good as spies or companions but they will have a difficult time with many human devices. They may or may not have full rights depending on the culture.

Level 1 Uplift Companion +2 pt (NPC)

This is a level 1 uplift with a companion override in their brain that prevents them from doing certain actions towards humans as well as be under the control of their owner.

Level 1 Modified Uplift +1 LA

This is added to an unusual or exotic animal, such as a cetacean, and gives them the human intelligence but also human arms so that they can manipulate objects normally. However they will have more difficulty than a regular uplift due to some other factors that set them apart, such as being aquatic.

Level 2 Anthro Uplifts +2 LA

This is added to a regular animal array. It reconfigures their DNA and gives them full human intelligence and opposable thumbs as well as upright bipedal posture. They will have at least a +0 Intelligence but will have all the other benefits of that animal.



Beastmen

Beast-men that are bipedal versions of various animals in nature. There are Catmen, Wolfmen, Bearmen, Foxmen, etc. In Japanese lore they are called Juujin. Those without magic can exist in a low mana level setting naturally or as a result of Mutation or Genetic Engineering.

Those that are magic users follow the Totemic power with a Hengeyokai as their Mentor Spirit. Shamanic Beastmen will also use Astral.

Beastmen are known for their excellent senses. This can include supernatural senses as well, depending on the individual, at least at a low mana level setting.

All of these are Moderate Magnitude.



Bearman (Level Adjustment 3)

Large Standard Scale +2 Level Adjustment
20 Str, -1 Int, -1 Dex, +2 Wit, +2 Pre +2 pt.
Sharp Moderate Claws +3 pt.

Catman (Level Adjustment 5)

10 Str, +5 Dex, +2 Wit, +2 Pre +9pt
Low Light Vision +1pt
Sharp Light Claws +2 pt.
Leaping 2 +2pt
Falling 2 +2 pt

Wolfman (Level Adjustment 3)

13 Str, Dex +3, +3 Wit, +1 Pre +10 pt.
Scent (Acute, Tracking), Excellent Hearing, High Pitched Hearing,
Low Light Vision +5pt

Dogman (Level Adjustment 3)

Medium Strong Scale +2 Level Adjustment
12 Str, Wit +3 +5 pt.
Scent (Acute, Tracking), Excellent Hearing, High Pitched Hearing,
Low Light Vision +5pt

Foxman (Level Adjustment 1)

10 Str, +2 Dex, +2 Wit +4pt
Low Light Vision +1pt

Possible Flaws

Flaw - Tell - You have a Tell that gives away your supernatural nature. A minor version of this flaw is a Tell that is not obvious. You can hide it like a tail you can conceal. A major version would be features that you can't conceal.

Minor Shapeshifters +2 LA

Minor shapeshifters are shapeshifters that have one natural form. They can be a human or one animal. The base Shapeshifter power costs +2 Level Adjustment. See the Shapeshifter rules for details. While in the animal form they have the senses and instincts of an animal but their own human intelligence. Other special senses, especially senses that their animal form has and some magical senses are a good complement to this creature type. Generally keep it at max of +5.

Use the attack damage listed in the Beast's description, or something very close, while in that form.

Beasts

Beasts are natural creatures and some variants on those kinds of creatures that you could find somewhere in the world. Some of these are larger and smaller versions of common creatures just for variety. They don't have any exceptional intelligence or technology. They don't have complex tactics or powers.

Some of the larger kind can be used as mounts with the right aptitudes.

Bats

Standard Bat

CR -2
Scale: Diminutive Standard Creature (-6)
Attitude/ Role: Quick Defensive Lurker
Speed: 25 mph (good)
Wounds [Toughness]: 2/4/6/8 [2]
Attacks: +10, Bite 4/2, 3 attacks, Init +4
Defenses: Reflex 27, Fortitude 11, Willpower 10
Perception 15 sonar
Complexity/Organization: Simple, Colony (10-40)
Environment: Temperate desert, caves

Giant Bat

CR 3
Scale: Large Standard Creature (+10)
Attitude/ Role: Defensive Lurker/Flying Mounts
Speed: 20 mph (poor)
Wounds [Toughness]: 8/16/24/32 [7]
Attacks: Attack +10, Bite 8/6, 2 attacks, Init +3
Defenses/DR: Reflex 21, Fortitude 15, Willpower 13
Perception 15 sonar
Complexity/Organization: Simple, colony (5 -15)
Environment: Temperate desert, caves

Bears

Black Bear

CR 2
Scale: Medium Strong Creature (+5)
Attitude/ Role: Defensive Brute
Speed: 25-30 mph
Wounds [Toughness]: 15/30/45/60 [15]
Attacks: +10, Bite/Claws 10/5, 2 attacks, Init +3
Defenses: Reflex 17, Fortitude 25, Willpower 13
Perception 15
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate forests

Brown Bear

CR 4
Scale: Large Strong Creature (+15)
Attitude/ Role: Defensive Brute
Speed: 35 mph
Wounds [Toughness]: 24/48/72/96 [24]
Attacks: +10, Bite/Claws 24/12, 2 attacks, Init +4
Defenses: Reflex 16, Fortitude 25, Willpower 14
Perception 15
Complexity/Organization: Simple, Solitary or pair
Environment: Cold Forests

Birds of Prey

Falcon

CR -1
Scale: Tiny Standard Creature (-4)
Attitude/ Role: Quick Hunter Lurker
Speed: 200 mph (average)
Wounds [Toughness]: 3/6/9/12 [3]
Attacks: +10, Bite 3/3, Talons 3/3, 3 attacks, Init +7
Defenses: Reflex 27, Fortitude 11, Willpower 13
Perception 21 vision
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate Forests

Eagle

CR 2
Scale: Small Strong Creature (+0)
Attitude/ Role: Hunter Lurker
Speed: 75-99 mph (average)
Wounds [Toughness]: 12/24/36/48 [12]
Attacks: +10, Bite 6/6, Talons 6/6, 2 attacks, Init +4
Defenses: Reflex 27, Fortitude 11, Willpower 14
Perception 21 vision
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate Forests

Owl

CR -1
Scale: Tiny Standard Creature (-4)
Attitude/ Role: Quick Hunter Lurker
Speed: 40 mph (average)
Wounds [Toughness]: 3/6/9/12 [3]
Attacks: +10, Bite 3/3, Talons 3/3, 3 attacks, Init +7
Defenses: Reflex 27, Fortitude 11, Willpower 13
Perception 21 vision and hearing
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate Forests

Giant Eagle

CR 5
Scale: Large Strong Creature (+15)
Attitude/ Role: Hunter Lurker
Speed: 55-65 mph (average)
Wounds [Toughness]: 24/48/72/96 [24]
Attacks: +10, Bite 12/12, Talons 12/12, 2 attacks, Init +4
Defenses: Reflex 17, Fortitude 15, Willpower 14
Perception 21 vision
Complexity/Organization: Smart, Solitary or pair
Environment: Temperate Mountain Tops

Raven

CR -1
Scale: Tiny Standard Creature (-4)
Attitude/ Role: Defensive Lurker
Speed: 35 mph
Wounds [Toughness]: 3/6/9/12 [3]
Attacks: +10, Bite 3/3, Talons 3/3, 3 attacks, Init +3
Defenses: Reflex 27, Fortitude 11, Willpower 13
Perception 21 vision
Complexity/Organization: Smart, Solitary
Environment: Temperate and Cold Urban

Thunderbird

CR 1
Scale: Medium Standard Creature (+0)
Attitude/Role: Hunter Lurker
Speed: 55-65 mph
Wounds [Toughness]: 5/10/15/20 [5]
Attacks: +10, Bite 5/5, Talons 5/5, 2 attacks, Init +4
Defenses: Reflex 27, Fortitude 11, Willpower 14
Perception 21 vision
Complexity/Organization: Smart, Solitary
Environment: Deserts

Large Raven

CR 0
Scale: Small Standard Creature (-2)
Attitude/ Role: Defensive Lurker
Speed: 30 mph
Wounds [Toughness]: 4/8/12/16 [4]
Attacks: +10, Bite 4/4, Talons 4/4, 2 attacks, Init +4
Defenses: Reflex 27, Fortitude 11, Willpower 14
Perception 21 vision
Complexity/Organization: Smart, Solitary
Environment: Temperate and Cold Urban

Roc

CR 7
Scale: Gargantuan Standard Creature (+35)
Attitude/Role: Hunter Lurker
Speed: 85 mph
Wounds [Toughness]: 15/30/45/60 [15]
Attacks: +10, Bite 20/15, Talons 20/15, 2 attacks, Init +4
Defenses: Reflex 27, Fortitude 11, Willpower 14
Perception 21 vision
Complexity/Organization: Simple, Solitary
Environment: Mountain Tops

Boars

Boar

CR 2
Scale: Medium Strong Creature (+5)
Attitude/ Role: Quick Vicious Brute
Speed: 35 mph
Wounds [Toughness]: 15/30/45/60 [15]
Attacks: +10, Tusks 15/5, 3 attacks, Init +5
Defenses: Reflex 17, Fortitude 18, Willpower 15, Perception 11
Complexity/Organization: Simple, Solitary or pair
Environment: Cold forests

Great Boar

CR 4
Scale: Large Strong Creature (+15)
Attitude/ Role: Quick Vicious Brute
Speed: 45 mph
Wounds [Toughness]: 24/48/72/96 [24]
Attacks: +10, Tusks 28/7, 3 attacks, Init +5
Defenses: Reflex 16, Fortitude 18, Willpower 15, Perception 11
Complexity/Organization: Simple, Solitary or pair
Environment: Cold Forests

Canids

Small Dog

CR -2
Scale: Tiny Standard Creature (-4)
Attitude/Role: Defensive Territorial Harrier
Speed: 25 mph
Wounds [Toughness]: 3/6/9/12 [3]
Attacks: +5, Bite/Claws 3/0, 2 attacks, Init +2
Defenses: Reflex 16, Fortitude 18, Willpower 12
Perception 15 smell, hearing
Complexity/Organization: Simple, Solitary or pack (2-4)
Environment: Temperate Urban

Coyote

CR -1
Scale: Small Standard Creature (-2)
Attitude/Role: Defensive Territorial Harrier
Speed: Coyote 43 mph
Wounds [Toughness]: 4/8/12/16 [4]
Attacks: +5, Bite/Claws 4/0, 2 attacks, Init +2
Defenses: Reflex 16, Fortitude 18, Willpower 12
Perception 15 smell, hearing
Complexity/Organization: Simple, Pack (3-6)
Environment: Temperate/Desert

Standard Dog

CR -1
Scale: Small Standard Creature (-2)
Attitude/Role: Defensive Territorial Harrier
Speed: 25 mph
Wounds [Toughness]: 4/8/12/16 [4]
Attacks: +5, Bite/Claws 4/0, 2 attacks, Init +2
Defenses: Reflex 16, Fortitude 18, Willpower 12
Perception 15 smell, hearing
Complexity/Organization: Simple, Solitary or pack (3-6)
Environment: Temperate Urban

Fox

CR -1
Scale: Small Standard Creature (-2)
Attitude/Role: Defensive Territorial Harrier
Speed: Fox 42 mph
Wounds [Toughness]: 4/8/12/16 [4]
Attacks: +5, Bite/Claws 4/0, 2 attacks, Init +2
Defenses: Reflex 16, Fortitude 18, Willpower 12
Perception 15 smell, hearing
Complexity/Organization: Simple, Solitary or pack (2-4)
Environment: Arctic/Woodlands

Working Dog

CR 0
Scale: Medium Standard Creature (+0)
Attitude/Role: Defensive Territorial Harrier
Speed: 25 mph
Wounds [Toughness]: 5/10/15/20 [5]
Attacks: +5, Bite/Claws 5/0, 2 attacks, Init +2
Defenses: Reflex 15, Fortitude 18, Willpower 12
Perception 15 acute smell, hearing
Complexity/Organization: Simple, Solitary or pack (3-6)
Environment: Cold Urban

Jackal

CR -1
Scale: Small Standard Creature (-2)
Attitude/Role: Defensive Territorial Harrier
Speed: Jackal 35 mph
Wounds [Toughness]: 4/8/12/16 [4]
Attacks: +5, Bite/Claws 4/0, 2 attacks, Init +2
Defenses: Reflex 16, Fortitude 18, Willpower 12
Perception 15 smell, hearing
Complexity/Organization: Simple, Solitary or mated pairs
Environment: Temperate/Desert

Wolf

CR 0
Scale: Medium Standard Creature (+0)
Attitude/Role: Hunter Territorial Harrier
Speed: 35 mph
Wounds [Toughness]: 5/10/15/20 [5]
Attacks: +10, Bite 10/5, Claws 5/5, 2 attacks, Init +4

Dire Wolf

CR 2
Scale: Large Standard Creature (+10)
Attitude/Role: Hunter Territorial Harrier
Speed: 35 mph
Wounds [Toughness]: 8/16/24/32 [8]
Attacks: +10, Bite 16/8, Claws 8/8, 2 attacks, Init +5

Defenses: Reflex 15, Fortitude 18, Willpower 14
Perception 20 acute smell, hearing
Complexity/Organization: Simple, Solitary or pack (3-6)
Environment: Cold Forest

Defenses: Reflex 15, Fortitude 18, Willpower 15
Perception 20 acute smell, hearing
Complexity/Organization: Simple, Solitary or pack (2-4)
Environment: Cold Forest

Cattle

Cow

CR 2
Scale: Large Standard Creature (+10)
Attitude/ Role: Slow Defensive Stampeder
Speed: 17 mph
Wounds [Toughness]: 8/16/24/32 [8]
Attacks: +5, Bite 8/0, Hoof 16/0, 1 attack, Init -2
Defenses: Reflex 9, Fortitude 15, Willpower 8, Perception 8
Complexity/Organization: Simple, Herd (10-30)
Environment: Temperate Plains

Bull/Bison

CR 4
Scale: Large Strong Creature (+15)
Attitude/ Role: Defensive Brute
Speed: 24 mph
Wounds [Toughness]: 24/48/72/96 [12]
Attacks: +10, Bite 12/0, Hoof 24/0, Horn 24/8, 2 attacks, Init +4
Defenses: Reflex 14, Fortitude 25, Willpower 14, Perception 11
Complexity/Organization: Simple, Herd (10-30)
Environment: Temperate Plains

Cats

Small Cat (House cat)

CR -2
Scale: Tiny Standard Creature (-4)
Attitude/Role: Quick Hunter/Pet Lurker
Speed: 30 mph
Wounds [Toughness]: 3/6/9/12 [3]
Attacks: +10, Bite/Claws 3/3, 3 attacks, Init +2
Defenses: Reflex 27, Fortitude 11, Willpower 12
Perception 15 Low light
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate Urban

Medium Cat (Lynx)

CR -1
Scale: Small Standard Creature (-2)
Attitude/Role: Hunter Lurker
Speed: 30 mph
Wounds [Toughness]: 4/8/12/16 [4]
Attacks: +10, Bite/Claws 4/4, 3 attacks, Init +3
Defenses: Reflex 26, Fortitude 11, Willpower 13
Perception 15 Low light
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate Forests

Large Cat (Leopard, Cheetah)

CR 0
Scale: Medium Standard Creature (+0)
Attitude/Role: Quick Hunter Lurker
Leopard Speed: 30-40 mph
Cheetah Speed: 60-70 mph
Wounds [Toughness]: 5/10/15/20 [5]
Attacks: +10, Bite/Claws 10/5, 3 attacks, Init +4
Defenses: Reflex 25, Fortitude 15, Willpower 14
Perception 15 Low light
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate to Hot Forests, Plains, Jungles

Great Cat (Lion, Tiger, Saber Toothed Tigers)

CR 2
Scale: Medium Strong Creature (+5)
Attitude/Role: Hunter/Scavenger Lurker
Speed: 50 mph
Wounds [Toughness]: 15/30/45/60 [15]
Attacks: +10, Bite/Claws 15/10, 2 attacks, Init +5
Defenses: Reflex 17, Fortitude 15, Willpower 15
Perception 15 Low light
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate to Hot Forests, Plains, Jungles

Horses/Donkeys

Light Horse

CR 2
Scale: Large Standard Creature (+10)
Attitude/ Role: Defensive Stampeder/Mounts
Speed: 50 mph
Wounds [Toughness]: 8/16/24/32 [8]
Attacks: +5, Bite 8/0, Hoof 16/0, 2 attacks, Init +2
Defenses: Reflex 16, Fortitude 15, Willpower 12, Perception 11
Complexity/Organization: Simple, Wild Herd (5-10)
Environment: Temperate Plains

Donkey

CR 2
Scale: Medium Strong Creature (+5)
Attitude/ Role: Defensive Stampeder/Mount
Speed: 25 mph
Wounds [Toughness]: 15/30/45/60 [15]
Attacks: +5, Bite 7/0, Hoof 15/0 2 attacks, Init +2
Defenses: Reflex 17, Fortitude 15, Willpower 16
Perception 15 hearing
Complexity/Organization: Simple, Solitary or pair
Environment: Temperate forests

Heavy Horse (Warhorse)

CR 4
Scale: Large Strong Creature (+15)
Attitude/ Role: Defensive Stampeder/Mounts
Speed: 40 mph
Wounds [Toughness]: 24/48/72/96 [12]
Attacks: +10, Bite 12/0, 24/0, 2 attacks, Init +4
Defenses: Reflex 16, Fortitude 20, Willpower 14, Perception 11
Complexity/Organization: Simple, Wild Herd (5-10)
Environment: Temperate Plains

Fire Kingdom

The Fire Kingdom was first founded by the Salamari. In fact they are the first culture in Arbadath. All the others were brought here afterwards. They used to worship the Old Ones and use chaos magic however they discovered that it was a bad idea when various creatures started to show up because of their magics. They switched to worshipping the Dragons and vowed to destroy the minions of the Anathema. They brought the Drakon and Moorak into the Fire Kingdom a few centuries later. There are still old ruins built by the Salamari, sometimes with dangerous magics around them.

The Fire Kingdom is similar to the Babylonian and Egyptian cultures but focused on Dragons instead. It is said that Dragons used to live in their temples when the Anathema were last here but they have either gone to sleep or traveled to other worlds to fight the forces of chaos there. They are said to return when they are needed most. Salamari serve as their priests.

Equipment

The Draconians have their own blacksmiths and enchanters. They have a particular style of armor and weaponry that they favor. They have their own money that they make. It tends to be heavier than Stronghold money. They are large round coins with a square hole in the middle that are a $\frac{1}{4}$ of an ounce each. Each one is worth 4 times the Stronghold money type. It has all four elemental symbols on them. It is called a ducat. They use stronghold money as well.

5 coins/oz
60 coins/lbs
Copper Ducat = 4c
Silver Ducat = 40c
Gold Ducat = 400c
Orichalcum Ducat = 4,000c

Drakon

The Drakon can learn a bending discipline but they will usually only learn one. They will identify with that element with martial arts as well. Some are bonded with a Kodo. They ride them in combat. The Drakon are very strong and their weapons tend to be heavy and curving.

Drakon Ranks

Warlord
Commander
Captain
Sargent
Trooper

Drakon - Large Strong Creatures (LA +4)

Str +10, Pre +2, Claw Attack (Lethal), Natural Armor
Skill Trained: Resistance, Melee, Martial Arts

Disciplines (+1 LA) Choose one - Earth, Fire, Water, Storm



Salamari

Salamari are a reptilian race that occupies the deserts and hotter climates of Arbadath. There are the Salamari who act as scholars, sorcerers and sages. They usually have authority to act in the name of a dragon. The Drakon would report to them. In a combat situation they act as secretaries to the Drakon. They are often scholar and sorcerers.

Salamari - Medium Standard Creatures (LA 1)

Immune to Fire, Infravision, Dex +1, Wit +1, Tail attack (bashing), Claw attack (lethal)
Skill Trained: Academics, Arcane, Athletics (Climbing speed as running)

Salamari Ranks

Priest-King
Magistrate
Sage
Scholar
Scribe

Magic (+1 LA each) - Fire, Sorcery, Life, Alchemy, Enchanting, and Transmutation

Moorak

Moorak are a winged draconian. They serve the Fire Kingdom as scouts, messengers, trackers, and assassins. They are best when on their own. Moorak use short swords most of the time.

Moorak - Medium Strong Creatures (LA 3)

Str +5, Dex +1, Wit +1, Flight, Claw Attack (lethal)

Skill Trained: Perception, Survival, Stealth

Moorak Ranks

Ranger

Hunter

Scout

Courier

Magic (+1 LA each) - Fire, Shadow, and Storm

Animals

The Fire Kingdom uses a lot of large reptiles, many of which were created by Salamari magic.

Wyverns - Flying mounts that can support Salamari

Raptors - Fast and viscous mounts that can support Salamari and Moorak

Kodo - Large heavy mounts that can support Drakons



Draconian Legends

The Salamari don't want the old ruins of the temples to the old ones destroyed for two reasons. One is that they want a reminder around that the Old Ones are too dangerous. The second reason is that they want to know where to look for any dark energies in the region. That way they won't have to go hunting for them. The anchors have been destroyed so all that is left is some old temples in the desert.

Dragon Religion

Nexus as the Dragon Sea

Formation of the Dragon Sea and the various planets

Coming of the Anathema

Connect with the Elements

Legends about the Sun

Dragons

No one knows the entire history of Dragons but it seems that Dragons originate from Transmutation experiments by early Wizards. These Wizards learned Transmutation from the Seelie but took it in a different direction than the Fey races. Many of the Dragons were designed to be companion animals. Most can be ridden if you know how. Others were created as soldiers and servants for the Wizards. The ultimate example of this is the Dragons that were altered by a powerful Wizard to merge with that Wizard to become a Great Dragon.

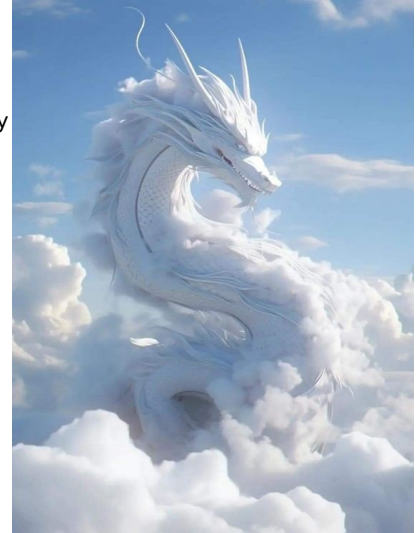
Minor Dragons

Minor Dragons are huge smart animals. Most are large enough to ride, but only with a couple of people at the same time. They are about the size of a car, not counting the wings and tail. Some have longer necks and some have shorter ones. They can't speak but they can use simple tools if they need to. They don't fully understand any particular language but they can learn a few words and learn the body language of people if they are around them.

Air Dragons (+12 LA)

These Dragons have six legs and a long body. They seem to move through the air like a serpent through the water. They usually have powers relating to Storm magic. They have a Lightning Bolt as their natural attack instead of fire. They are very calm and a bit playful.

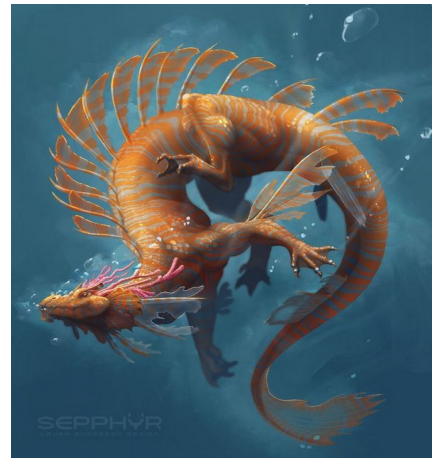
Huge Standard Creature (+25 Str) +4 LA	Senses: Total +2 LA
Basic Hunter Lurker (Int -6) -6 pt	Awareness +1 pt.
Quick movement (Dex +4) +4 pt.	Fairy Sight +1 pt.
Long Neck -2 pt	Dark Sight +1 pt.
Long Tail + Tail Attack +2 pt	Spirit Sight +1 pt.
Wit +3, Pre +4 +7 pt	Vision Magnification 2 +2pt
Perfect flying +2 pt.	Infravision +1
Flight +1 LA	Tracking Scent Acute +3 pt.
Armor: Moderate +2 pt	
Moderate Sharp Claws +3 pt	
Moderate Sharp Bite +3 pt	
Magical Power: Storm +2 LA	



Water Dragons (+12 LA)

These are huge water serpents. They prefer to stay near the water. They usually have power relating to Storm and Water Magic. They have Lightning Bolts as their natural attack instead of fire. They don't fly. They are very Territorial.

Huge Standard Creature (+25 Str) +4 LA	Senses: Total +2 LA
Basic Territorial Lurker (Int -6) -6 pt	Awareness +1 pt.
Average movement (Dex +2) +2 pt.	Fairy Sight +1 pt.
Long Neck -2 pt	Dark Sight +1 pt.
Long Tail + Tail Attack +2 pt	Spirit Sight +1 pt.
Underwater +1 LA	Infravision +1
Wit +3, Pre +3 +6 pt	Tracking Scent Acute +3 pt.
Armor: Moderate +2 pt	Blood Tracking +1 pt
Moderate Sharp Claws +3 pt	
Moderate Sharp Bite +3 pt	
Magical Powers: Storm + Water +3 LA	



Fire Dragons (+14 LA)

These are the ones that are more commonly seen. They have long necks and tails and long wings. They breathe fire. They have a very hostile personality if they are interrupted from their hunting.

Huge Standard Creature (+25 Str) +4 LA	Senses: Total +2 LA
Basic Hunter Lurker (Int -6) -6 pt	Awareness +1 pt.
Average movement (Dex +2) +2 pt.	Fairy Sight +1 pt.
Long Neck -2 pt	Dark Sight +1 pt.
Long Tail + Tail Attack +2 pt	Spirit Sight +1 pt.
Flight +1 LA	Vision Magnification 1 +1pt
Wit +4, Pre +4 +8 pt	Infravision +1
Armor: Moderate +2 pt	Tracking Scent Acute +2 pt.
Moderate Sharp Claws +3 pt	
Moderate Sharp Bite +3 pt	
Magical Powers: Fire +2 LA	



Earth Dragons (+19 LA)

These dragons have short necks and tails and moderate sized wings. They tend to burrow. They have a very calm and playful personality and they tend to like people.

Large Strong Creature (+15 Str) +4 LA	Senses: Total +2 LA
Basic Hunter Brute (Int -6) -6 pt	Fae Sight +1 pt.
Quick movement (Dex +4) +4 pt.	Dark Sight +1 pt.
Flight +1 LA	See Spirits +1 pt.
Wit +4, Pre +4 +8 pt	Infravision +1
Armor: Moderate +2 pt	Tracking Scent Acute +2 pt.
Moderate Sharp Claws +3 pt	Vibration Sense +1 pt
Moderate Sharp Bite +3 pt	Smell Magic +1 pt
Magic Powers: Earth +3 LA	



Wyvern

Wyverns are the least powerful of the minor dragons but more numerous. They are easier to train as a ride.

Planets with Dragons

There are several planets with Dragons. However they are not likely to exist in large numbers once the tech level gets high enough. The population levels will eliminate the open spaces for them and humans will not tolerate such a dangerous predators around.

Ax Ages World - Dragons are a common type of ride.

Stone Age World - Wyverns were the standard kind of ride.

Age of Discovery - Flying Airships and Dragons!

Great Dragons

Great Dragons are a result of Transmutation by Wizards. They are made even more powerful and the Wizard merges with the Dragon so that he becomes immortal. These Wizards cultivate and alter a Dragon companion to accept their mind and powers. Then they will merge into each other and the Wizard will be able to shapechange back and forth between forms but they will live for a very long time and have the toughness of a Dragon even in Human form. This is a path taken by more life focused Wizards instead of Lichdom. This means that each Dragon Wizard is a powerful Wizard from the beginning. They are each highly intelligent and unique with a long history even before they are a Dragon.

Great Dragons have all the traits of Minor Dragons but are much larger than most Minor Dragons. They can go all the way up to scale 11. Take the Minor Dragon scale and add that to an existing Wizard. Then increase the scale by 1 for every 100 years of life of the wizard up to scale 11.

Declaration of Flowers

The Fae do not have Farmers and most of their food is created by magic. They can create illusionary objects so currency is too easy to fake. They can create clothing very easily so that is not needed. They can create Hollows out of the Dreams of Children so they don't need to pay rent. This means that normal economics do not work for them.

One of the Ancient Queens created the Declaration of Flowers many centuries ago. It is a list of levels for favors, divided based on how significant the favor is based on who is providing it. So the favors of the Commoners are much less significant than the favors of the Skilled or the Nobility. They are represented by a series of flowers.

This list sets the prices for many things, including magic items, rituals, services of others, as well as the price of slaves. The Goblin Markets have perverted this list into a sort of price list. There are up to nine flowers per level. So you could have something that costs 4 Lilies or 3 Lavender. You can also trade from a higher level and treat it as ten of the lower level flowers. So if you have a mixed group of things to trade you can just add up the number of the lower type of flowers.

The Goblin Markets are divided into Noble, Guild, and Commoner areas. So there would be a Commoner shop with only Commoner level goods. There would also be a Noble level shop that only a Noble or an agent of a Noble may enter that shop. Guild Shops are usually based on one skill set or item type and only have one guild skill level. So instead of a bunch of mixed goods, like modern stores have, you would have a Low Skill Guild Shop of Tools and a Moderate Skill Guild Shop of Weapons, etc.

Only magic users or magical creatures can intentionally enter the Goblin Markets.



Order of the Flowers

Noble Favors

- 8) **Orchids** - High Level Noble Favor
- 7) **Iris** - Moderate Level Noble Favor
- 6) **Foxglove** - Low level Noble Favor

Guild Favors

- 5) **Lavender** - High Level Skilled Favor
- 4) **Rose** - Moderate Level Skilled Favor
- 3) **Lily** - Low Level Skilled Favor

Commoner Favors

- 2) **Dandelions** - Commoner Favors
- 1) **Daisies** - Trivial Favor

Noble Favors

Orchids

Examples:

High Level Noble Favor
Artifacts
Extremely Powerful Rituals

Magic Items

Nexus Island - You have an island that floats in the Nexus. It has a field of air around it and gravity along one direction. You can have several large buildings on it.

Magical Hollow - You have a magical realm that is connected to the Physical and is attuned to you. It will slowly change to your will and even subconscious wishes, adding rooms and changing decorations. These are very common for the Fae. Any transfigurations done in your own Hollow, even on others, is at -10 DC. You can change the clothing of guests with little difficulty if you wish it.

Magical Tower - This is a tower that exists in the Physical but has a much larger space on the inside. You can add and subtract rooms as you need them as well as anchor as many portals as you want to it.

Crown of Immortality - This is a crown of stars that once placed on someone's head then they can't be killed by physical means including illness or poison. They completely stop aging. They can still be killed by magic. The crown merges into the person and can't be removed.

Iris

Examples:

Moderate Level Noble Favor
Magical Group Transportation
Portals
Epic Items
Lifetime service of a Wizard
Very Powerful Rituals
Elven Slave
Transmutation Slave

Magic Items

Cloud Stepping Shoes - These are shoes that let the wearer actually leap through the sky and step from cloud to cloud. If there are no clouds they will still be able to leap several miles at a time.

Flying Carriage - Allows the carriage to fly and doesn't need horses.

Flying Ship - This is a full sized sailing ship that flies through the air. It has special sails on the side that direct it up or down and it uses the winds to push it forward.

Hell Shoes - These are shoes that allow the user to enter the Underworld and appear to everyone else to be dead as well.

Helm of Darkness - This is a helmet that makes the wearer invisible to any form of sight or sense. They cannot be scryed or detected by any sensor.

Hidden Room - This is an extra-dimensional large room set behind a mirror or hanging rug. It requires a command word or pattern of taps to open.

Portable Hole - This is a black circle that you can fold up. If you place it on a wall it will stick to it and a hole will appear on the wall. You can step through and pull it though with you. It will not penetrate dirt and rock that was not set up as a wall intentionally. It will not penetrate warded spaces, hollows, or work in extra-dimensional spaces.

Portable House - You have a door handle that you can place on a wall. This will cause a part of that wall to open as a door would but to an extra-dimensional house. Once you close the door the door handle will disappear. You can leave things in this house and it will be there the next time you are there. You can get some sleep, eat a meal, and then go back out and continue your adventures. The house is of moderate size but with no windows and only the front door. You can't trap anyone in this house. The inside door handle is always there. However they will only be able to get back in by having someone let them in or going in when the door is opened on the way in.

Foxglove

Examples:

- Low level Noble Favor
- Major transmutation
- Lifetime service of a Knight
- Year of service of a Wizard

Magic Items

Bag of Hiding - Bag contains a small room with air in it. There is a ladder up to the exit. You are not subject to the movements of the bag while inside the room.

Bag of Holding - Inside bag is an extra dimensional space about the size of a small chest

Bear Shirt - This is a shirt made from a bear's skin. It will act as armor and turn aside regular melee weapons. It causes the person to rage and provides them with +5 str.

Cloak of Invisibility - This will make you invisible.

Coat of Many Pockets - This coat contains eight special pockets. Each pocket is an extra dimensional space that only the owner of the coat can put their hands in and out of.

Deck of Items - This is a deck of cards with images of many common and useful items. Each item is turned into a card so that a person can carry a lot of gear without difficulty. They just have to say a command word while holding the card and drop it. Then the item will appear there. You say the command word again and you can draw the card out and the item will disappear again. If it is damaged or consumed then it will return in that same shape and the image will reflect these changes. You can go to the artificer and they can convert other goods to a card for you. You can even convert a burning campfire!

Dragonhide Shield - This is a shield made of the scales of a dragon. It is immune to the fire breath of a fire dragon. It will totally block any heat based attack without heating up itself.

Falcon Cloak - This cloak is made from the feathers of a falcon and it can, upon command, turn the user into a falcon.

Flying Carpet - Can carry several people on the carpet at a glide, can summon this to you

Hidden Plate - A belt will turn into a set of heavy plate

Hidden Shield - This is a bracelet that will turn into a full shield instantly.

Magic Tent - Contains two small rooms but is the size of a small tent on the outside.

Seven League Boots - These boots allow the wearer to run at incredible speeds.

Wolf Belt - This belt is made from the skin of a wolf and it will turn that person into a wolf upon command.



- Regeneration Potion
- Powerful Rituals
- Skilled Slave
- Human Child Slave

Skilled Favors

Lavender

Examples:

- High Level Skilled Favor
- Rare Potions,
- Moderate transmutation,
- Year of service of a Knight

Alchemical Augmentation
Heavy Healing Potion
Changeling Slave
Fae Commoner Slave
Human Slave

Magic Items

Alchemical Weapons - These are a series of alchemical potions made into shot or grenades.

Astral Goggles - These are goggles that let you see into the Astral or any astral spirits hidden in the Physical.

Blood Bow - This weapon creates its own ammo if you run out but it does so out of your own blood. If you do damage with it then you heal.

Dark Sight Goggles - These are goggles that let you see hidden Chaos spirits and Chaos energies. This can cause you to take sanity damage from regular use.

Dark Vision Goggles - These are goggles that let you see in total darkness.

Fae Sight Goggles - These are goggles that let you see through Transfiguration magic.

Fire Armor - This is armor that projects an aura of flames around itself. It does not harm the user but it will keep them warm. The fire can be activated and deactivated by a command word. It will do fire damage to anyone that tries to grapple with the user. The user is immune to fire attacks while using this armor. This armor is vulnerable (½ DR) to Ice attacks.

Fire Weapons - These are weapons that are on fire. They can be activated and deactivated by a command word or by being drawn from a scabbard. They do additional fire effects.

Hidden Armor - This is a bracelet that turns into a set of chain mail armor instantly with a touch and intent.

Ice Armor - This is an armor that projects cold around itself. It does not harm the user and it makes them immune to the cold. The cold can be activated and deactivated by a command word. It will do cold damage to anyone that tries to grapple with the user. The user is immune to Ice attacks while using this armor. This armor is vulnerable (½ DR) to Fire attacks. If you swim in this you will get trapped in ice!

Ice Weapons - These are weapons that are freezing cold. They can be activated and deactivated by a command word or by being drawn from a scabbard. They do additional cold effects.

Thief's Light - This is a light that only allow the holder to see with. No one else will see the light.

Vampire Hunter Sword - Only hurts vampires but any damage done to them will heal the wielder.

Water Armor - This is an armor that will allow you to swim while wearing armor! You can move freely, see into the dark, and breathe freely all while underwater. You are propelled at your normal walking speed while swimming in this armor. It functions as a normal set of plate mail otherwise.

Rose

Examples:

Moderate Level Skilled Favor
Uncommon Potions,
Minor transmutation,
Lifetime of basic service from a Commoner
Serious Healing Potion



Magic Items

Crystal Ball - This will allow you to see another place. You can't see any place that is warded or into a Hollow or extra-dimensional space.

Fish Mask - Wearer can breathe underwater and it not effected by the cold or pressure.

Floating Light - This is just a floating light that you can place in your pocket when you didn't need it.

Flying Broomstick - This can carry up to two people quickly

Magic Flippers - Allows the user to swim very quickly underwater and be dry the whole time

Lily

Examples:

Low Level Skilled Favor
Common Potions,
Domestic Magic Items - Food, drink, etc.
Year of basic service from a Commoner
Moderate Healing Potion

Memories

Memories are a tasty treat to the Fae. This is one of the things that a Commoner can sell that the Fae will want to buy. They go to a Fae Merchant who will purchase their memories of a major event or of a person that they cared about. Then that person will no longer remember that event or person. This can cause sanity damage depending on how important that event or person was. It will cause the person to have several of their other memories become confused. The Merchants will only want strong emotional memories and not some random event or memories of an acquaintance.

The memories will be a soft glowing color relating to the emotions from that memory. Memories of loved ones are a rosy color, depression is dark blue, anger is red, etc. The Fae will sit around and eat them and the memories will replay in their minds. They will basically get high from this. Some Fae prefer happy memories and others love the darker emotions.

If a human eats a memory then they can learn everything that person knew about that event or person but it can also cause some sanity damage, unless that person knows Telepathy and are used to dealing with other people's memories.

Magic Items

Cornucopias - There are a series of magical cornucopias that produce one food. These are always Fruits, Vegetables, Grains, Breads, Sweets, Herbs, and Spices. They can also produce water or various wines and other alcoholic beverages. However they cannot produce meat or meat products of any sort. That is one of the reasons that the Fae love milk when they are given it by Humans. The Fae are not good with livestock. They tend to get bored too easily and will mutate them into something that they can't eat.

Dancing Broom - This is an enchanted broom that will clean on its own.

Ember Knife - Ember is a magical material that occurs naturally in fires around high mana areas. This can be beaten and forged into a knife that can be extremely useful. It would need a metal sheath and a thick wrap for the handle to be comfortable to use. They aren't very hot all the time but they are warm. If you cut something flammable it will catch it on fire. You can blow on it and it will get hotter for a round. This can be used to cauterize a wound if you need to. Most people put them around their neck so they keep their core warm at night. They also glow and provide a low level light. They are an extremely useful survival tool.

Endless Torch - This is a torch that always glows. It isn't actually on fire. It is a magical glow.

Hearth Stone - Hearth Stones have become culturally important and center of the home in many magical realms. A spirit will not go within 10 ft of a hearth stone unless they were invited. Then they are not bothered by it. If it is incorporated into the hearth of a home that people live in, the building will become off limits to spirits. This includes ghosts, shadows, and astral spirits. If a hearth stone is taken out of a home and carried around it will provide some protection but only within 10 ft of the hearth stone.

Winter Diamonds - This is a diamond that projects enough cold to cool a room. Several together could create a freezer.

Commoner Favors

Dandelions

Examples:

Commoner Favors - A day's worth of basic service

Basic potions

Light Healing Potion

Daisies

Examples:

Trivial Favor - A few hours basic service

Goblins

Goblins are a cruel, greedy, and extremely mercenary type of fey. They are generally about 3' tall, green skinned, and considered ugly by nearly every race. They are carnivorous and will eat not only their enemy dead but their own. Some will not even bother to wait for them to die. Goblins are basically immortal, barring being killed and eaten by their friends, so some are very old. The old ones can be very mean and strong.

They are burned by sunlight but not artificial light. They can regenerate very quickly as long as they are not currently being damaged by iron or sunlight.

Goblins are a fairly diverse group of fey. They are technically neutral fey but they usually work for winter court or for cruel mages or witches. They follow different paths. Some work as thieves or as a part of various black-markets in the Troll Markets. Some are miners and are obsessed with gold. Some are good with enchanting and are the source of enchanted items to the Troll Markets. Often they will kidnap human children and sell them on the Troll Market to Fey.



Basic Fae Package

Low Light and Fae Sight +2 pt.

Stopped Aging +1 LA

Can't directly lie -1 LA

Fey Glamor +1 LA

Immune to Natural Illness +1 LA

Immune to Normal Weapons +2 LA

Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness) -6pt

Vulnerable to Iron (Light Wound/rnd, Common) -4pt

Total +3 LA

Hobgoblins (+5 LA)

Hobgoblins are younger goblins that work in groups to steal things and children. They are diminutive creatures and are not that strong individually so they work in groups of 10 to 15. They will sometimes work for a more powerful fey or older goblin.

Basic Fae Package +3 LA

Diminutive Standard Creature (-3 LA)

Str -6, 2/4/6/8, Def 13

Carnivore Bite 4/2 +3pt

Claws 2/1 +1 pt

Invisibility +2pt

Vulnerability to Sunlight (Light Wound/rnd, Common) -4pt

Regeneration (1 lethal mark per round, serious damage max, regen stopped by any vulnerability) +8 - 3 +1 = 6pt

Total +5 LA



Hobgoblin Thief 3rd level + 5 LA Race = 8th level

Diminutive Standard Creatures 2/4/6/8

Str -6, Dex +6, Con +1, Int +0, Wit +0, Pre +0, Class Bonus +2

Reflex 13/25, Stunned 19, HTH 2, Bite 4/2, Claws 2/1, Tough 2, Move 6

Basic Skills: Melee +8, Resolve +2, Resistance +3

Athletics (T) +12: Climbing, Jumping, Natural Weapons, Running

Perception (T) +6: Alert, Quick Search

Stealth (T) +6: Concealment, Evasion, Shadowing

Goblins (+5 LA)

Basic Fae Package +3 LA

Small Standard Creatures (-1 LA)

Str -2, 4/8/12/16, Def 11

Dex +2 +1 pt.

Carnivore Bite 8/4 +3pt

Claws 4/2 +1 pt

Leaping (CQ) +1 pt.

Vulnerability to Sunlight (Light Wound/rnd, Common) -4pt

Regeneration (1 lethal mark per round, serious damage max, regen stopped by any vulnerability) +8 - 3 +1 = 6pt

Transfiguration +1 LA (always pick Invisibility as one of the feats)

Total +5 LA



Goblin Thief 5th level + 5th level Race = 10th level

Small Standard Creatures 4/8/12/16

Str -2, Dex +4, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2

Reflex 21, Stunned 16, HTH 2, Claws 4/2, Bite 8/4, Tough 3, Move 6

Basic Skills: Beastcraft +4, Melee +6, Resolve +2, Resistance +3, Survival +4

Athletics (T) +10: Climbing, Jumping, Natural Weapons, Running
Lore (T) +6: Selee Lore
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Cheating, Fencing Goods, Scrounging, Troll Market
Transfiguration (T) +8: Invisibility, Silence, Independent Image

Redcap

Redcaps are particularly violent Goblins. They show this off by dipping their hats in the blood of their recently kills. When they use transfiguration to look like something else, they will still keep their hats or helmets red as a mark of pride.

They like to look like beautiful elves to others. Sometimes they will ride Barghast and make them look like noble horses.

Goblin Redcap 8th level + 5th Race = 13th level

Small Standard Creatures 4/8/12/16
Str -2, Dex +2, Con +2, Int +0, Wit +1, Pre +2, Class Bonus +4
Reflex 21, Stunned 15, HTH 2, Claws 4/2, Bite 8/4, Tough 4, Move 6
Basic Skills: Perception +5, Resolve +6, Survival +5
Athletics (T) +10: Climbing, Jumping, Natural Weapons, Running
Beastcraft (T) +9: Mounted Combat, Pack Hunting
Lore (T) +8: Selee Lore
Martial Arts (T) +10: Close Fighting, Grapple Basics, Ground Fighting, Sweep Basics
Melee (T) +10: Knife, Spear, Chopping Sword, Shield
Ranged (T) +9: Spear, Sling, Knives
Resistance (T) +10: Gumby Limbs, Iron Stomach, Resist Cold
Transfiguration (T) +9: Invisibility, Silence, Chaotic World

Goblin Merchant 8th level + 5th Race = 13th level

Small Standard Creatures 4/8/12/16
Str -2, Dex +2, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +4
Reflex 12, Stunned 11, HTH 2, Claws 4/2, Bite 8/4, Tough 3, Move 4
Basic Skills: Athletics +5, Beastcraft +5, Melee +5, Perception +5,
Resistance +4, Survival +5
Academics (T) Accounting, Appraisal, Logistics
Linguistics (T) choose 4 languages
Lore (T) +6: Selee Lore
Perception (T) Alert, Detect Lies, Excellent Hearing, Observer, Spot Criminals,
Spot Following
Persuasion (T) Bragging, Charming, Gather Information, Hagglng
Resolve (T) Stubborn
Streetwise (T) Troll Market, Bribing
Transfiguration (T) +9: Invisibility, Animate Object, Create Light



Goblin Enchanter 5th level + 6th Race = 11th level

Small Standard Creatures 4/8/12/16
Str -2, Dex +2, Con +0, Int +2, Wit +2, Pre +1, Class Bonus +2
Reflex 15, Stunned 13, HTH 2, Claws 4/2, Bite 8/4, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Perception +4, Resolve +3, Survival +4
Crafting (T) +8: Bowyer, Leatherworker, Metalworker, Tailor
Lore (T) +8: Selee Lore
Resistance (T) +6: Tireless, Iron Stomach, Resist Heat
Enchantment (T) +8: Accuracy, Ammo, Armored, Bonded, Dry
Transfiguration (T) +8: Invisibility, Animate Object, Create Light

Doppelgangers

Doppelgangers are a particularly cruel kind of goblin. Many of them have become Anathema. They consider themselves just tricksters and thieves. They use their Transfiguration to shapeshift to look like someone else.

One of their favorite ways to come into a community is to come up to a village with a group of glamored goblins that look like a delegation of Elves. They will choose someone and eat them in front of everyone behind their veils leaving unexplained blood on the ground once they leave. They will take that person's place among the humans and go home with them. They will act a little out of it, as if they don't feel well, and steal things from them at night. Then they will leave in the night.

Some of the older ones like to kill someone, replace them in their lives, and hurt as many people as they can while in that position. Then they leave when enough damage is done. Sometimes they will replace someone who has traveled away from the area and hide when they come back in order for that person to take the consequences of the Doppelganger's actions.

Goblin Doppelganger 4th level + 4th Race = 8th level

Small Standard Creatures 4/8/12/16
Str -2, Dex +4, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Reflex 21, Stunned 16, HTH 2, Claws 4/2, Bite 8/4, Tough 3, Move 6
Basic Skills: Beastcraft +4, Melee +6, Resolve +2, Resistance +3, Survival +4

Athletics (T) +10: Climbing, Jumping, Natural Weapons, Running
 Lore (T) +6: Selee Lore
 Perception (T) +8: Alert, Quick Search
 Stealth (T) +8: Concealment, Evasion, Pickpocket, Shadowing
 Streetwise (T) +8: Cheating, Fencing Goods, Scrounging, Black Market
 Transfiguration (T) +8: Invisibility, Silence, Independent Image

Barghast (+7 LA)

Barghast are a kind of shapeshifting goblin that can become a black dog. They are often considered harbingers of death. They will sometimes allow other goblins to ride them into combat. Most of the time they work for the Winter Court but they can be unaligned as well.

Sometimes they will use their glamour to make themselves look like beautiful horses and conceal the fact that they are eating a person right in front of others.

Basic Fae Package +3 LA
 Medium Standard Creature +0 LA
 Str +2, Dex +2, Int -2, Wits +2, Pre +2 +3 pt.
 Carnivore Bite 8/4 +3pt
 Claws 8/4 +3 pt
 Leaping (CQ) +1 pt.
 Vulnerability to Sunlight (Light Wound/rnd, Common) -4pt
 Regeneration (1 lethal mark per round, serious damage max, regen stopped by any vulnerability) +8 - 3 +1 = 6pt
 Shapeshift +1 LA (Goblin or Black Dog)
Total +7 LA



Barghast 6th level + 7th Race = 13th level

Small Standard Creatures 4/8/12/16
 Str +0, Dex +2, Con +2, Int +0, Wit +1, Pre +2, Class Bonus +3
 Reflex 20, Stunned 14, HTH 4, Claws/Bite 8/4, Tough 4, Move 6
 Basic Skills: Resolve +5
 Athletics (T) +9: Climbing, Jumping, Natural Weapons, Running
 Lore (T) +7: Selee Lore
 Melee (T) +11: Knife, Spear, Chopping Sword
 Perception (T) +8: Alert, Hound Dog Nose, Excellent Hearing, Identify Tastes, Spot Traps, Tracking
 Resistance (T) +9: Iron Stomach, Resist Cold
 Survival (T) +8: Mountain Training, Woodlands Training

Goblin Flaws

Major Flaw - Sadistic - This goblin will go out of it's way to terrify people and hurt them more than necessary to accomplish their goals. This is common among red caps especially.

Flaw - Wink - This goblin likes to let his victims get a glimpse of him after he has stolen from them.

Flaw - Joker - This goblin loves to pull practical jokes on people. This is a common goblin flaw.

Flaw - Easily Swayed - This goblin will actually help someone who gives him some food willingly. This is a common goblin flaw.

Flaw - Xenophobic - This goblin hates all others except other goblins. This is a common goblin flaw.

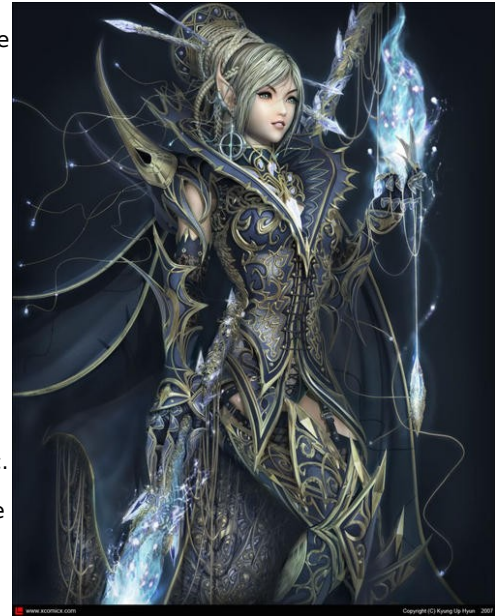
Flaw - Loner - This goblin doesn't even like other goblins.

The Selee

The Fey are centered around the most powerful Fey race - the Selee. The Selee are a powerful immortal and highly magical race. They have control over several worlds throughout the Nexus and are one of the most powerful races in the Nexus. They are divided into Summer and Winter Courts. These courts are connected through the Nexus and the Dreaming. They frequently travel from world to world on court business.

Any world that they have dominion over they share control over based on the seasons. Their culture is determined by ancient oaths and laws that they must follow. The Summer Court comes into power on a world as the seasons shift to warmer weather. The next world may be in Winter so the power of the Courts fluctuate throughout the Nexus in a complicated pattern. The Courts will scheme and war with each other based on dominance, oaths, perceived slights, and various other actions that most of the other races have no clue. The one thing that the Courts work together on is that they oppose the forces of the Chaos Gods.

Selee have a strange life cycle. Sprites are Selee infants, produced in large groups and left to wander mindlessly on their own. Halflings are the adolescent children of Selee running rampant and care free. Many people get Selee and Elves confused with each other because they look similar but the Selee are more majestic. They live for many centuries like this. When they grow old they become a sort of spirit. Some of them will merge with the land and be called Aos Si. They become the spirit of a mountain, a forest, a lake, or a river.



Fae Culture

The Selee have created entire ecosystems in many worlds and throughout the Dreaming, including magical planets and animals, using Transfiguration and Transmutation. Most of the rest of the Fey races actually originate from their experiments and magics. Each Court has its own set of creations to do their work or just for their amusement. Elves are their primary warrior class. They are like the Army for the Fae. Others function to help the Selee or the Elves in some way.

Creatures of the summer court are usually hybrids and chimera of animals that exist naturally. They have dire animals with greater than normal intelligence. They tend to be bold and proud like the summer court Selee. Creatures like Centaurs serve as warriors of the Summer Court. Hippogriffs and Griffins serve as mounts for Elves. They hide themselves from most humans with glamor.

Many of the creatures of the Winter Court are shapeshifters. They don't hide with glamor but they conceal their other forms from humans. Some shapeshifters know little of the Fae Courts. They isolate themselves but continue their age old orders of protecting their territories from Anathema. Others work with the Winter Court and are powerful agents of various kingdoms. Their shape shifting nature and their strange ties change their vulnerabilities from the norm for the Fae. They are not vulnerable to Iron so they are extremely valuable to the Winter Court as Warriors against the Anathema and Humans. However there are now vulnerable to the metal of the Fae - Silver. This is a balance that was struck with their creation.

Then there is the Ocean Courts. There are a few of them on land compared to the other courts but underwater they are in charge. They are the Merfolk legends and they have created all kinds of strange aquatic fae.

Outside of the Courts there is a whole set of Fey neutral to the Courts. They occasionally work as mercenaries for either Court. This can include any of the Fey races such as Goblins, and various other races. They can join either Court but many try to stay out of it. They respect the members of either Court as royalty any time they are encountered. The rest of the time they trade in the Goblin Markets that run through the worlds and the Dreaming.

Then there are the Changelings. They are the children of the Fae and a human. They have Fae blood somewhere in their mix and it gives them some power but more problems. They are looked down on by the Fae as unimportant but they are also their primary agents in most worlds with low mana. They communicate with the Selee through the Dreaming. They get their orders and meet with other Fae. They travel through the Goblin Markets to get in and out of the Dreaming, to trade for Fae goods, and meet with other changelings. Many changelings have not decided to join one of the Courts or serve in any of the Kingdoms so they run in packs together. With no liege to claim them many things in the Fae world decide that they are unprotected and therefore a free meal.

Kingdoms

Selee live in kingdoms with the Selee that live in that kingdom in a council around a King. This is their noble council. In each Kingdom there are a few Summer Court Houses and a few Winter Court Houses. Along the coast there are Ocean Court Houses. Up north you may have a kingdom with only one Summer House and one Ocean House with the rest as Summer Houses. Down south you may have one Winter House and several Summer and Ocean Houses. It depends on the make up of the locals in that area.

All the Selee in the area, even those without a House or just visiting are allowed to sit on the council. The Lord of the dominant House in the area and during this season is the King. This can change several times a year in some Kingdoms where the seasons change drastically. In other Kingdoms the current King (or Queen) has ruled for centuries. Any local Aos Si in the Kingdom may sit on the council as well.

The councilors vote on resolutions with their King having a vote or a veto. The Aos Si have the same Vote or Veto powers as the King or Queen. Existing councilors must agree to allow visitors to vote but denying them is usually only done if they are an invader. Only by a vote of the council may a Selee be executed. Only councilors may petition the council so they have to represent their subjects on any cases before the council. One may volunteer to represent an outsider if someone is needed.

Within each House, the Selee are the nobles. Then there are the Elven guards under the house Knights. There are a series of retainers of various types of Fae. Then the changelings are at the lowest level of society, though they can gain a Knighthood for aid to the realm.

Rank

Selee culture is divided into several levels. The Selee are the High Noble Caste. They are in charge of everything in that Kingdom.

Below that are the Lower Noble Caste. These are various types of fae that have gained favor with the Selee. Some types of Fae start at this level and others must earn their place. Those that have earned their place are given more respect than those that were born into it, which makes some fae angry behind the scenes.

Then there is the Warrior Caste. This is the place of Elves and some of the Fae that were created for warfare. You can be knighted into this Caste from below.

After that is the Guild Caste. These are the working class Fae. Some Fae become very focused on a skill and they are recognized for their abilities.

Then there are the Commoners. This is a strange level in the court in that it includes those not in their court. This is how they see Humans and the other races. Independent Fae are considered commoners as well. They will even call Human Kings and Queens as part of a Commoner Court.

Changelings are considered commoners until they make they grow up and choose a court. Halflings are technically considered commoners but they are also subtly guarded by the higher ranking Fae without trying to look like they are trying to curry favor with the Selee.

At the bottom is the Under Caste. These are slaves and criminals that have really annoyed a noble. They will often be marked and cursed so that they cant just leave the area and not have any repercussions. Some are cursed to be Anchored Fae.

Anchored Fae

Many Fae are tied to a specific area. As long as that piece of land is in good health then they are in good health. Some Fae are like this all their lives. Some are forced into this as punishment. Others choose to become anchored as they age or lose their minds. Some do this because they are dying and a Selee grants them a boon. Some lose their minds anyway. The anchored fae can not be killed by normal means. They have become manifestations instead of natural creatures. They can see anything that occurs in their domain but they are largely blind to actions outside of it, even by a few feet. In their domain they can appear and disappear at will, phasing into one tree and out another.

Anchored Fae are still a part of a court and will report what they see to emissaries of their court. They will usually go to sleep during the other season, or at least be groggy.

It is possible to free an anchored fae to become a roaming fae with a magical ritual. Some people do this if they are building something in a location and don't want to hurt the Fae. The Fae may be happy with this or they may not. Some may consider it a new adventure. Others may consider it an attack.

Roaming Fae

Roaming Fae travel around from place to place. They often patrol an area, stay in touch with various anchored fae, and generally keep an eye on things. Some roaming fae will actually stop and protect an area and the anchored fae in that area.

Basic Fae Package

Low Light, Ultraviolet, Spirit Sight, and Fae Sight +1 LA

Stopped Aging +1 LA

Can't directly lie -1 LA

Fey Glamor +1 LA

Immune to Natural Illness +1 LA

Immune to Normal Weapons +2 LA

Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness) -6pt

Vulnerable to Iron (or Silver) (Light Wound/rnd, Common) -4pt

Total +3 LA



Courts

Summer Court

Creatures of the summer court are usually hybrids and chimera of animals that exist naturally. They also have dire animals with greater than normal intelligence. They tend to be bold and proud like the summer court Selee.

Summer Court studies Abjuration, Air, Astral, Earth, Elemental Combat: Air, Water, or Earth, ESP, Health, Storm, Telekinesis, Telepathy, Totemic, Transfiguration, Transmutation, and Water.

Winter Court

The Winter Court is a part of the Selee culture. It is opposite the Summer court and is sometimes opposed to it as well. It is a court of Death, representing the dying part of the year and the cycle of life. The Selee and Elves of the Winter Court do not call upon the restless dead, angry ghosts, or the undead. They call upon those that died and their spirits are at peace. They especially prefer to call upon Ancestor spirits and those that died from the cold. They primarily use large bears, dead horses, and other dead fey creatures as their foot soldiers. Summer Court Elves that die become Winter Court.

Shapeshifters are another major part of the Winter Court. They are often special agents because of their versatility.

The Winter Court studies harsher magics than the Summer Court does. They study Abjuration, Air, Astral, Elemental Combat Air or Water, ESP, Health, Necromancy, Shadow, Storm, Telekinesis, Telepathy, Totemic, Transfiguration, Transmutation, and Water.

Water Court

The Water Court isn't in opposition to another court. It is separate from the other two courts but they still have diplomatic ties with them. They are mainly focused on fighting the Anathema, which tend to be much more active underwater.

Fairy Court Ranks

Kings and Queens - The Queens are usually on their own planets where they hold court.

Dukes - Dukes are in charge of various domains on various planets.

Knights - Knights serve individual Selee and Courts.

Unaligned Fey

Several Fey races do not officially align themselves with either court but they may individually decide to support one side over the other, become mercenaries to the highest bidder, or try and stay out of politics altogether.

Most of the Unaligned Fey spend their time around the Goblin Market. Most of the Fey Enchanters and Alchemists are Unaligned Fey.

Titan's Court

The Titans were elemental forces that roamed many Earths and carved up much of the landscape with their fighting. They are related to the Fae in that they are primal forces of creation and nature so they will follow certain rules and treat with the Fae Courts. There is not one single group of Titans that work together but the Fae refer to them as the Titan's Court when dealing with them diplomatically.

Selee (+9 LA)

The Selee are a race of immortals that have vast courts on several worlds and in the Nexus. They are the most powerful race of the Fey and the driving force behind their actions. The Selee are divided into the Summer and Winter Courts. Selee of the Summer Court are warm, charming and very nature oriented. Selee of the Winter Court are cold, backbiting, and ice oriented. Both are dangerous and manipulative in the extreme. They like to operate through proxies and servants. They value their immortality and they don't like to put it at risk.

Selee are masters of Life magic. They use it to create many hybrid races and alter their servants. Many of the strange creatures found on their worlds are the result of discarded or freed creations of the Selee. Some even are able to breed true or have mated with a normal animal and produced something else again. They create living tree creatures and Hippogryphs and anything else that they can think of. They created Centaurs from a tribe of horsemen called the Kentaurii who never wanted to leave their horses.

They are creatures of magic, spirit, and just a bit of the physical. This makes them very powerful but also subject to the damage of iron and steel. This is their bane. They cannot handle it as its touch is beyond painful to them - it grounds them out. It also grounds out their magic. This is one of the main reasons that they operate through agents. Their courts are held in the Nexus so that only those that they bring can get there (as well as powerful magic users).

Sprites (Supernatural Creature) CR -1

These are tiny creatures that are 6" or less tall. They glow and have beautiful gossamer butterfly wings. They are very child-like and have a hard time focusing on anything for long. They will hang around the court or various places in nature rich with magical energies. In low mana settings they can only be seen by taking certain herbs or sometimes by children. They have no concept of the limitations of others and will encourage people to dance to their death or climb where they are in a tree and they fall to their death. They don't really care. The Selee ignore them as a part of the background. They have many of them at a time. It is expected that most of them will wander away or die out.

They will never engage in combat. They are very hard to hit since they are small, fast, and their position is distorted by their natural glamour. They are not very intelligent and barely speak.

Basic Fae Package +3 LA

Fine Standard Creature -4 LA

Str -8, 1/2/3/4, Def 14

Simple Defensive Bolter

Lightning Quickness with Perfect Mobility +1 LA +2 pt.

Dex +6, Con +2, Int -4, Wit +0, Pre +0, NPC Skill +5, -2 pt.

After a sprite is about 20 years old, it starts to get a little bigger and it starts to be driven by its hormones more and more. After about a year it will lose its wings and become a Halfling child. Then it will gain more intelligence and focus.

Adult Selee (aka High Elves) CR 9 + High Skill Levels

After about 60 years an Elder Halfling will begin to grow to about 6' tall and around 180 lbs. This is the Adult Selee. They will stay this way for hundreds of years if not longer. Then they will become Aos Si, which are a type of spirit.

Selee become strange in their immortality. Many of them have created individual races of Fae like the Goblins and they stay around as their King or Queen. Many of the Selee are known to humans as Celtic Gods or creatures like Baba Yaga.

Basic Fae Package +3 LA

Medium Standard Creature +0 LA

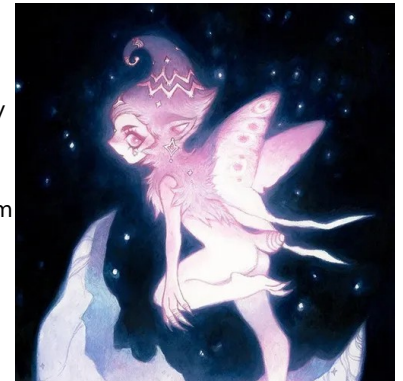
Dex +8, Int +8, Wits +6, Pre +6, NPC Skill +20, +3 LA

Full Mages +3 LA

Aos Si (Ace Shee)

These are Selee that have merged with the land and are protecting it. This is considered the final stage of the life cycle of the Selee. They are able to merge with a certain amount of land or a lake or other place depending on their power in their regular life.

This includes river goddesses, forest lords, etc. They rule over the land and have perfect knowledge of it but they don't rule



over the people in the land. However the local King needs to have a good relationship with their Aos Si for their land to treat them well.

Halflings (+2 LA)

They are about 4' tall and less than 100 lbs. They look like little elves. They live in a primitive state in small tribes and these tribes migrate around the world learning different environments. They are more primal driven to hunt, kill, mate and live it up. They are passionate and have little capacity for academic studies but they do like arts and crafts. This is one of the reasons that the Selee look down on most of the other races. They perceive them acting like children all the time. They will stay Halflings for about 60 years.

During this time of their lives they are the most physical and grounded. They are not immune to normal weapons. This is the only time they are not excessively harmed by iron and steel but they don't really like it. They would rather use stone, wood, and leather than any metals. They use bows, spears, and stone knives. They focus on survival, crafts, herbalism, and learning and working with animals in the wild. Many become hunters and use wolves or dogs as mounts and pack hunting. Others focus on the rivers and master boating and fishing. They are similar to Native Americans in culture. Some of those that live near humans find great joy in stealing things from them as a sort of test of bravery. They will sometimes focus on this and are respected for it, at least by other Halflings. Think of the Lost Boys from Peter Pan.

They naturally have Telepathy which they use mostly to communicate emotions to each other. They also use telepathy to bond with an animal companion (mostly dogs or wolves).

Once they grow up they will reveal their court and become either a Summer Selee or a Winter one. Brothers can be of different courts. They will keep their old ties but things will become more complicated once court politics comes into play. Halflings will start to consider their friends as pawns and resources as they grow up.

Altered Fae Package +2 LA

Small Standard Creatures -1 LA
Str -2, 4/8/12/16, Def 11
Smart Opportunistic Lurkers
Dex +3, Wits +2, Int -3, 1 pt
Telepathy (LA +1)

Altered Fae Package +2 LA

Low Light and Fae Sight +2 pt.
Stopped Aging +1 LA
Can't directly lie -1 LA
Fey Glamor +1 LA
Immune to Natural Illness +1 LA
Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness) -6pt

Basic Fae Package

Low Light, Ultraviolet, Spirit Sight, and Fae Sight +1 LA
Stopped Aging +1 LA
Can't directly lie -1 LA
Fey Glamor +1 LA
Immune to Natural Illness +1 LA
Immune to Normal Weapons +2 LA
Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness) -6pt
Vulnerable to Iron (or Silver) (Light Wound/rnd, Common) -4pt
Total +3 LA



Halfling Kid - 1st level + 2 LA race = 3rd level

Str -2, Dex +3, Con +0, Int -3, Wit +2, Pre +1, Class Bonus +0
Reflex 11/18, Stunned 14, HTH 0, Tough 2, Move 5
Basic Skills: Perception +2, Resistance +1, Resolve +1, Survival +2, Telepathy 1
Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Halfling Hunter 12th level +2 LA race = 14th level

Str +0, Dex +2, Con +1, Int -3, Wit +2, Pre +1, Class Bonus +6
Reflex 11/23, Stunned 17, HTH 2, Tough 3, Move 6
Basic Skills: Resolve +7
Athletics (T) +12: Brawling, Climbing, Clubs, Running
Beastcraft +20 (F) Mounted Combat, Pack Hunting, Predator Safety
(F) Combat Animal Training, Bareback Riding
Crafting (T) +12: Choose one
Melee (T) +12: Knife, Spear
Perception (T) +12: Tracking, Spot Trap, Alert
Ranged (T) +12: Spear, Archery, choose additional weapon (Blowgun, Bolas, Boomerang, Sling)
Resistance (T) +11: Tireless, Iron Stomach, Resist Cold
Stealth (T) +12: Camouflage, Shadowing
Survival (T) +12: choose one terrain based on location, Animal Trapping, Skinning
Telepathy (T) +11: Animal Connection, Mental Bond, Danger Sense, Simple Illusion

Halfling Flaws

Major Flaw - Short Attention Span - Many Halflings can't pay attention to anything complex or boring for any length of time.

Major Flaw - Love Struck - This halfling is obsessed with another halfling and can't focus on anything else.

Flaw - Rival - Halflings love to get into rivalries with other halflings. This is often caused by being in love with the same halfling.

Flaw - Obsessively Independent - Halflings will sometimes become obsessive about their independence and will always do the opposite of what someone else wants to do for no real reason.

Ascended Selee CR = to Power Level

This is sort of a cross between an Ancestor Spirit and a Guardian Spirit. They guide and protect their family after death. They are usually at least power level 5 spirits.

Summoned - They look like a glowing adult Selee.

Size - They will always be medium sized.

Price - If they are being called to help a family member they will require an offering of something that used to belong to them. If they are being called upon by the person they are supposed to help they will usually require a quest or service that they think will improve that person along the way.

Powers - Varies - can be any of Abjuration, Storm, Telekinesis, Telepathy, or Astral.

Elves +5 LA

Most people get confused about the different kinds of Selee. Elves were actually originally Changelings - Humans with Fey blood in them. Then they were altered by the Selee to fight as warriors but without their vulnerability to iron. They are a race unto themselves at this point. Elves produce elven children. Elves mating with humans produce Changelings.

Most humans think of the Selee as High Elves. There are Summer Elves and Winter Elves. They all start out as Summer Elves. Elves grow up much slower than humans. They grow up at 20 and grow old and die around 200. They mainly live in their Court's cities. The Selee direct them.

Elves are very human-like but they tend to be very beautiful and graceful. They are not especially vulnerable to Iron and Steel and they have Human aggressiveness so they have become the soldiers of the Selee court. Not all are connected with the Selee courts. Some act on their own and wander the world similar to the Halflings. Others are more academic and reserved. Druidic Elves focus on Life magic, Hunters on Totemic, Healers on Life, but there are many other possibilities. They favor Air magic and Air Combat Magic. Earth Combat magic is too destructive to their forests as is Fire magic of any type. Some will master Water Combat Magic.

Elves have developed a culture very similar to the Japanese Samurai Culture. Their Warriors focus on a specific weapon and master it. They have developed the Katana and several other martial arts weapons as well as creating various martial arts.

Once they die they become Winter Elves. They are a sort of Undead. They will get back up from anything short of decapitation or destruction of their bodies until they reach the same age as they were when they died as a Summer Elf. Then they will drop dead on their own.

After that they are reincarnated again as a Summer Elf and the cycle repeats. They have some memories of their previous "seasons" but not enough to constitute full knowledge of previous skills. It is more like memories of kinfolk and major events as well as likes and dislikes.

Medium Creatures +0 LA

Dex +6, Con +2, Wit +4, Pre +4 +2 LA

Acute Low Light Vision +2pt

Acute Hearing +2 pt.

Vision Magnification 1 +1pt

Ambidexterity +1pt

Fae Sight +1pt

Slow Aging +2 pt.

Acute Smell +1pt

Resistance to Natural Illness +2 pt.

Total +5 LA

Elvish Flaws

Major Flaw - Xenophobic - Some elves hate any non-fey race. They will not help them and will often attack them on sight.

Flaw - Fey Arrogance - Many elves consider themselves better than mortal races due to their fey blood and longer life spans.

Flaw - Hatred of the Selee - Some elves are the opposite and hate the Selee for withholding their gifts from them.

Major Flaw - Obsessive Hatred of Chaos - Some elves are obsessed with destroying any Chaos entities or artifacts.

Major Flaw - Obsessive Hatred of Other Court - Some elves take the rivalries of the courts too far and are obsessed with killing those of the other court.



Changeling (+4 LA)

Changelings are humans with Fae blood in them but not as much as an Elf; or they are humans that have been exposed to Fae magic for so long that they have become altered. They are at the bottom of the Fae social order. They don't live nearly as long as most Fae but they live longer than humans. Various kinds of Fae take human children as entertainment or servants. Other Fae like to go into the human world and entertain themselves with living a mortal life every once in a while. They have children with humans and after a while the child manifests faerie traits such as pointed ears and use of magic and they have to leave. If the changelings were treated well by their faerie parents then they usually grow up to eventually join the Summer Court. Those that are taken or were treated badly often become either Winter Court or Unaligned. Some changelings that do well can actually gain titles in their court but that is uncommon.

Medium Standard Creature +0 LA

Dex +2, Con +2, Wit +2, Pre +2 +1 LA

Fae Sight, Low Light Vision, Slow Aging +1 LA

Changeling Gifts +1 LA

Transfiguration +1 LA

Total +4 LA

Changeling Gifts

Changelings will often have a gift or two relating to their parentage. Nearly all of them have Transfiguration at Basic instead of instinctive Glamour. They have to think about setting up their Glamours. Choose four points of gifts:

Acute Hearing (1)

Acute Smell (1)

Tracking Smell (2)

Dark Sight (1)

Acute Dark Sight (2)

Tracking Dark Sight (3)

ESP Basic (1)

See Aura (1)

See Aura (Acute) (2)

Track Aura (3)

Armor DR 5 (1)

Armor DR 7 (2)

Strong +2 (1)

Strong +4 (2)

Claws 10/2 (1)

Resistance to Natural Illness +2pt

Ambidexterity +1 pt.

Vision Magnification 1 +1pt

Changeling Flaws

Flaw - Hatred of the Courts - Many Changelings hate the way that they are treated by the courts. This is common, especially when they are young.

Flaw - Personal Geas - You have a personal taboo against doing something or a requirement to do something that doesn't make normal sense. This can be a side effect of some magic that you were around. Changelings will often have several of these. They can be anything like must wear red, must whistle a certain tune while doing certain actions, must sound out everything out loud backwards first when reading, or must dance while talking.

Major Flaw - Hunted - This changeling has angered someone powerful and they are being hunted.

Major Flaw - Banished - This changeling has been banished from one of the courts. They will be attacked and driven out if they enter the domain of that court. You can't even enter their markets.

Fae Shape shifters

Many of natural shape shifters were created by the Winter Court Fae and are often used by them as guardians. Individuals may be a part of Fae society but some don't even know that there is a connection to or anything about the Fae.

Fae Shapeshifters need at least a moderate mana level to function. Below that they will revert to human form. They start out at least as a magical Adept. One power is automatically the Primal power. Some of them will be Sorcerers instead and take a power related to their type. Some suggestions are listed with each type of shifter.

Fae Shapeshifter gain more forms as they gain more experience. This connects to the scope system so that threats can be scaled up as you go. Brave scope fae shapeshifters have their base humanoid form and one animal form. They are also learning how to deal with their primal abilities. As they age and gain more experience they learn more about their magical natures and gain more forms. Those that make it to be the most powerful shapeshifter have access to more special abilities as well as develop into their War forms or a Hybrid form.

Some types of Shapeshifters focus more on their animalistic natures. Others focus more on their Fae natures. Some will gain more Fae traits instead of an additional form.

Scope

Brave +5 – Minor Shapeshifter, Primal

Capable +7 – Two more forms

Daring +10 – War Form (if available)

Basic Fae Shapeshifter Package

Can't directly lie -1 LA

Immune to Natural Illness +1 LA

Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness) -6pt

Vulnerable to Silver (Light Wound/rnd, Common) -4pt

+10 Attributes

Shapeshifter +2 LA

Primal +2 LA

Total +4 LA

Shapes

Each shape shifter can change into at least one other shape. Some can learn more shapes as they go. They will usually be some variation on their human form or the animal form.

The common types are:

- **Human Form** – They will have greater senses and sometimes better physical attributes than a normal human.
- **Animal Form** – This is the basic animal form. This is usually the first form they learn.
- **Dire Form** – This is a larger form of that animal type.
- **Hybrid Form** – Some shape shifters have a hybrid form that is a mixture of the best of the animal's traits and the human's traits. These will have even greater senses, better physical attributes, but also some traits that are more animalistic.
- **War Form** – Some shapeshifters have a War Form that is entirely focused on combat.

Winter Court Fae

Winter Court Fae favor shapeshifters over glamors. They are less social between types than the Summer Court Fae. They will sometimes operate in groups of their own type or as individuals. Some of them act as guardians for Selee. It depends on the type.

- **Cait Sidhe** – Cat shape shifter – City Guardians against the Anathema. Shadow Walkers. They are independent.
- **Kernunnos** – Stag Shape shifter – Forest guardians against the Anathema.
- **Kitsune** – Fox Shape shifter – Watchers against the Anathema. They are a part of the Winter Court.
- **Lechuza** - Owl Shape shifter – Watchers against the Anathema. Necromancers. They are independent.
- **Tengu** – Crow Shape shifter – Assassins against the Anathema. They are a part of the Winter Court.
- **Thunderbirds** – Huge bird shape shifters of the Native Americans. Guardians against the Anathema. They are independent.
- **Ursus** – Bear Shape shifter – Personal Guardians of the Fae. They are a part of the Winter Court.
- **Werewolves** - Wolf Shape shifter – Territorial Guardians against the Anathema. They are independent.

Calls

Shapeshifters often have a series of calls that they can use to communicate general information over a distance. This can be used to coordinate an attack, ask for help, warn others away, or some other very general information. Those creatures that operate in packs will have some calls that are used to bring them together or coordinate actions over a distance. They can be represented by a single word or very short phrase. Fae shapeshifters will create new ones to fit their situations using human whistles and other noises so that they can communicate certain things in front of others without others knowing what they are saying.

Some shapeshifters can call at greater than normal ranges using a supernatural boost to the call. This can let them call for help at any distance on the same world. You probably won't be able to call into other worlds.

Some creatures have a Roar, which is a type of intimidation attack. This can also be a growl instead of a traditional roar. It is used to warn other creatures or other shapeshifters off for some reason.

Cait Sidhe

These are cat shape shifters. They are very independent, yet they are also very social.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre

+4 Perception Hearing and Smell

DR 5, Toughness +3, Stealth +5, Survival +5

Catman - Hybrid Form (Medium Strong) Focused

+7 Str, +2 Dex, +4 Con, -3 Int, +2 Wit, +3 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8, Stealth +5, Survival +5

House Cat Form (Small Strong) Trained

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8, Stealth +10, Survival +5

Large Cat Form (Medium Strong) Mastery

+7 Str, +2 Dex, +4 Con, -3 Int, +2 Wit, +3 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8, Stealth +5, Survival +5

Kernunnos

Stag Shape shifter – Forest guardians against the Anathema. They are able to leap great distances in combat. Many of them study Elemental Combat: Earth.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre

+4 Perception Hearing and Smell

DR 5, Toughness +3

Stag Form (Small Strong) Trained

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8

Warform Form (Large Mighty) Mastery

+18 Str, +2 Dex, +4 Con, -4 Int, +2 Wit, +4 Pre

Kitsune

Kitsune are fox shape shifters. Some study Electrokinetics.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre

+4 Perception Hearing and Smell

DR 5, Toughness +3

Hybrid Form – Mastery

Has a fox tail and fox face.

Fox Form (Small Strong) Trained

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8

Dire Form (Medium Strong) Focused

Lechuza

Lechuza are owl shape shifters. They are focused on Death and they tend to master Astral and Necromancy. They will also study Totemic power and focus on Perception abilities.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre

+4 Perception Hearing and Smell

DR 5, Toughness +3

Owl Form (Small Strong) Trained

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8

Hybrid Form

Dire Form

This is basically a huge Owl.

Tengu (+5 LA)

Tengu are a race of shape shifting humanoids that take the shape of a human or a small scale raven. They can leap up two stories and run fast. They will often leap in and out of trees or chase something down by leaping from limb to limb. In their human form they can make their feet into raven claws to use for clinging.

Their magic is the magic of Storms, Air, and Shadows. They are very mysterious and they love to collect secrets. The Tengu are master martial artists. They are the ones who taught the Ninjas their style.

Some Tengu are ascetics who focus on connecting with the spirits of the land. Others are more interested in collecting the secrets of others. A few are more mischievous and they like to harass people that they see with excessive pride. It depends on how much that Tengu wants to be a part of this world.

They believe in standing up to arrogant tyrants and will help teach the peasants in an area ways of fighting back. They teach covert martial arts to them called Tengujitsu, or Ninjitsu in some other worlds.

If they are in human form they will usually be carrying feathered fans of their own coloring as foci for their magic. They are also known to study Astral, Elemental Combat: Air, and Totemic.

Tengu (LA 5)

Medium Standard Creatures

Shapeshift (2 forms – Human and Large Raven) +1 LA

Flight +1 LA in Crow form only

Sorcerer +2 LA

Leaping – Short Range (across the street or up two stories) +2pt

Speed x 2 +1pt

Clinging +1pt

Tengu Ninja +17 LA + 1 LA Graceful + 5 LA Race = 23rd level

Str +2, Dex +7, Con +3, Int +0, Wit +5, Pre +2, Class Bonus +8

Reflex 20, Stunned 15, HTH 9, Tough 8, Move 12

Basic Skills: Beastcraft +13, Perception +13, Resolve +10

Athletics (T) +19: Acrobatics, Climbing, Kip Up, Leaping, Flight, Swimming

Martial Arts +27: (T) Close Fighting, Disarm, Grapple Basics, Joint Lock, Kick Basics, Sweep Basics, Throw Basics

(F) Disable Limb, Disable Senses, Lethal Strike, Penetrating Strike

Melee +27: (T) Chain, Improvised Weapons, Short Sword

(F) Vitals Strike

Ranged (T) +17: Archery, Blades, Blowgun

Resistance (T) +15: Breath Control, Cat Nap, Light Sleeper, Resist Cold, Shake it Off

Stealth +37: (T) Belong, Camouflage, Concealment, Infiltration, Sneak Attack

(F) Patience, Silent Kill, Stalker

(M) Silent Death, Shadow Attack

Survival (T) +17: Woodland Training, Herbal Poisons

Air (T) +12: Clear Vision, Detect Lies, Detect Hidden Panels, Force Field, Subtle Vibrations, Silence

Shadow (T) +17: Concealment, Blind, Suit

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre

+4 Perception Hearing and Smell

DR 5, Toughness +3

Hybrid Form

has wings

Corax Form (Small Strong) Trained

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +8

Thunderbirds

Thunderbirds were protectors of several Native American tribes.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre

+4 Perception Hearing and Smell

Thunderbird Form (Small Strong) Trained

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre

+6 Perception Hearing and Smell

DR 5, Toughness +3

DR 5, Toughness +8

Dire Form

Ursus

Ursus are bear shape shifters.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre
+4 Perception Hearing and Smell
DR 5, Toughness +3

Hybrid Form

Bear Form (Small Strong)

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre
+6 Perception Hearing and Smell
DR 5, Toughness +8

Dire Bear Form (Medium Strong) Capable

+7 Str, +2 Dex, +4 Con, -3 Int, +2 Wit, +3 Pre
+6 Perception Hearing and Smell
DR 5, Toughness +8

Werewolves

Werewolves are wolf shape shifters.

Forms

Human Form (Medium Standard)

+3 Str, +2 Dex, +4 Con, +2 Wit, +1 Pre
+4 Perception Hearing and Smell
DR 5, Toughness +3

Wolf Form (Small Strong)

+2 Str, +4 Dex, +4 Con, -2 Int, +2 Wit, +2 Pre
+6 Perception Hearing and Smell
DR 5, Toughness +8

Dire Wolf Form (Medium Strong) Capable

+7 Str, +2 Dex, +4 Con, -3 Int, +2 Wit, +3 Pre
+6 Perception Hearing and Smell
DR 5, Toughness +8

Hybrid Form (Medium Strong) Capable

+7 Str, +2 Dex, +4 Con, -3 Int, +2 Wit, +3 Pre
+6 Perception Hearing and Smell
DR 5, Toughness +8

War Form (Large Resilient) Daring

+18 Str, +2 Dex, +4 Con, -4 Int, +2 Wit, +4 Pre

Primal

Many shapeshifters have access to a special power called Primal which covers control over their shape shifting. They use this to shape shift when they want to. They can also develop the ability to do partial transformations. Primal also covers their natural combat abilities. Roll this instead of Martial Arts for fighting as an animal or in war form.

You can't have your Primal skill higher than your Resolve. This is a magical power and requires at least a moderate mana level to function.

Trained Feats

Animal Senses – You can sense things at the same level as your animal form in human form. This includes low light vision and ultraviolet vision in some creatures.

Climbing Claws – When you are in a form with claws you can alter them to allow you to climb better.

Danger Sense – You can sense when there is danger around.

Dark Sight – You can see dark creatures for what they truly are.

Fae Sight – You can see past basic fae illusions enough to see that a creature or person is a fae.

Faster Shape Shift – You can shape shift as a move action.

Form Speech – You can talk to natural animals of your type and they understand them.

Jaw Grapple – You know how to lock your jaws on something and attack with your back legs.

Long Run – You know how to run in a long lope that eats up distance but you can do this for hours.

Pack Master – You are the alpha in a pack of normal animals of your type. They will treat you as such even in other forms.

See Auras – You can see the aura of people around you.

See Spirits – You can actually see spirits instead of just sensing them.

Shift Injuries – You can shape shift all of your injuries up to lethal serious away as a complex action. This removes staggered and stunned states as well.

Spirit Strike – You can attack spirits with physical attacks.

Focused Feats

Absorb Clothes – You can absorb your clothes with your shape shift and they will reappear when you go back to human form. Anything in your pockets stays there.

Claws – You can turn your human hand into a hairy clawed hand.

Dark Sight – You can see dark spirit energies as well as see behind the glamor of any dark spirit.

Handy Hand – You can alter your paws in an animal form into a human hand to turn door knobs or press buttons.

Human Voice – You can alter your mouth and throat to be able to speak as a human in a wolf form.

Instant Shift – You can shape shift as a free action even during another move action.

Shift Lethal Injuries – You can shift up to heavy damage away.

Mastery Feats

Absorb Gear – You can absorb all of the gear that you were wearing and it will return when you return to human form.

Shifter Dodge – You can shift so quickly that you make it harder for people to hit you. Add the better of your Athletics or your Primal bonus to your reflex save for a dodge as well as the difference between your first shape and your second. So if you start in a Man form and go to Animal for a second then your dodge is +2 because the animal's form is smaller.

Stopped Aging – You no longer age. You can heal or repair even aging related issues.

Immune to Natural Weapons – You can shift away any damage from human scale weapons (dmg <20) so quickly that you don't have to mechanically keep up with it.

Stronghold Dwarves



Dwarves

Dwarfs are of stocky build, with an average height of 4 feet and weight of 120 pounds. Their skin tone ranges from pinkish white to dark ebony. Dwarf hair grows quickly and in abundance, particularly the hair on their heads. Dwarfs are broad-chested, tough, and strong for their size, though slow runners, as their legs are disproportionately short for even their squat bodies. Dwarf ears usually come to a gentle point on the tip, though less pronounced than elven ears. Dwarfs reach physical maturity sometime after ten years of life, whose span will average 100 years. Some individuals have recorded life spans of 150 years or more.

Dwarves are a strong, broad shouldered, and stubborn people that love their mountains. They are masters of Earth Magic and Enchanting and they create some of the largest and most beautiful underground cities in the world called Strongholds. Dwarves come from a world of ice crags, earthquakes and Volcanoes called Nethavell. The surface temperatures were extremely cold and windy to the point that most the life on that world was underground. There were many caverns running for miles that crisscrossed under the rock and ice from old lava flows. The dwarves built strong cities to withstand the frequent earthquakes and ice flows in the area. They were very protective of their clans and neighbors because of the dangerous nature of the world. Dwarfs prefer to live underground or as close to the earth as possible. While not adverse to travel and life above ground, they often develop a "home sickness" for subterranean life. They dislike traveling over open water, out of sight of land since they can't swim - they sink like a stone! They let their Human brothers handle the ocean travel. They are generous and honorable to their friends and neighbors and tenacious and destructive to their enemies. They think very directly and have little care for subterfuge or any kind of betrayal. They are extremely practical and loyal.

Magic

Dwarves have mastered several kinds of magic: Adjuration, Astral, Earth, Enchantment, Fire, Health, Totemic, and Storm. They will usually only master one or two powers and focus themselves on crafts relating to them. Adjuration users are called Warders, Health power is the domain of the Battlefield Healers, Stone Masters focus on Earth Magic, Dwarven Enchanters often also use Fire to directly control their Blacksmithing, Totemic Warriors form Warrior Cults focused on a certain Totem such as Bear, Boar, Bull, and Wolf, Shamans focus on Astral and Totemic to connect with the spirits and Odin, and Storm Dwarves focus on Totemic connections with Thor and Storm Magic to attack their enemies.

Dwarf +3 LA

Strong Medium Creature +2 LA
Str +5, Con +3, Wit +3 +3pt
Low Light Vision 1pt
Can't swim -2 pt
Resistance to Cold 2pt

Skills and Flaws common to Dwarven Culture:

Athletics (T) Climbing
Linguistics (T) Dwarven, Underspeak
Lore (T) Hearth, Underground
Survival (T) Cavern Training, Mountain Training, Arctic Training
Crafting (T) Blacksmithing, Brewer, Butcher, Leather working, Metalworking, Sculpting, Stonemason, and Woodworking

Common Flaws

Flaw - Honorable - You will not use this skill to manipulate people.
Flaw - Honest - You can't make yourself lie.
Flaw - Socially Awkward - You are uncomfortable in social situations and you project that to others.
Flaw - Very Serious - You are very serious and you have a hard time relaxing around others.
Flaw - No sense of humor - You are not able to joke or understand jokes.
Flaw - No Filter - You will say things when they come to mind, even if they are not appropriate.
Phobia - Water - You are afraid of drowning.
Phobia - Open Skies - You are afraid of not having cover over your head.
Hatred - Orcs - You really hate Orcs.
Hatred - Goblins - You really hate Goblins.

Strongholders

Dwarves get along well with Humans and often allow them to live with them in their Strongholds to the point that there are few if any strongholds without a large number of Humans. Many of the Humans that have come to live with the Dwarves have taken on many of their traits and practices including participating in their Warrior Cults and learning their magic. They are so mixed with the Humans from the North as to be of one culture. Many of the Humans travel farther south and function as sailors for the dwarves. There are a few human cities of the Northern People and they have a large undercity with a series of roof towns with the animals and crops up there. Gnomes often live with the Dwarves as can others as long as they follow the local laws. They are the major power to the North with smaller cities and outposts around down to the south.

The Strongholds usually have a huge carved face. They run under huge mountains mostly up along the North. They build large stone buildings, either carved into the rock, or freestanding in an underground city.

Mercenary Warrior Cults

There are several warrior cults that function as traveling mercenary groups. They are often hired out by other cities to fight for them.

Animals

They are good with animals and have several kinds that they work with. They use Aurochs for ploughing and cattle. They also have Goats, Bears, and Boars as livestock. They use Dire Wolves as hunting animals. They also have Darbits as livestock.

Strongholds

Skarfell Stronghold

This was originally built as a military stronghold and is designed to be as impregnable as possible. It was built into a large mountain range. Skarfell is near the Winter Court and there is frequently fighting near there.

Jarthberg Stronghold

This is an underground city with exits that connect to several towns. The area is craggy and has small outposts all over this mountain. They all have passages to Jarthberg. This is less centralized than Skarfell and has a more sprawling nature. It was created more as a series of communities that merged together than as a fortification.

Thurin Stronghold

This is a hidden city that is the safehold of many dwarvish treasures. There is a library with the history of the dwarves as well as many other things. Only very trusted Humans have been allowed down there. Most do not know of its even existence. This is also the location of the Catacombs of Thurin where all the Dwarven Kings of this world are buried.

Kaupsted

This is the southernmost dwarven city and is their primary merchant town. The Kaupsted Bank is the foundation for the economies of several nations and guilds. There are several warehouses and a large dock here as well.

City Areas

Most shops are divided along social class levels. There would normally be at least three versions of a shop in a large city. If you have all three then you would have a Middle Class Workshop that covers most every kind of that type of goods. They would be able to make goods to order. The poor shop would have a smaller selection and they wouldn't customize anything or enchant anything.

In the rich shop they would have very little on display and everything would be special order. This is where the mastercraft goods and most enchanted items would be. They would have table and chairs where they would serve something to drink while you talk through the details. Rich shops will often go to the client to take orders as well.

Armor and Weapon making would be in a Craftman's District. They tend to make more noise than some other trades. Sometimes you will have a separate workshop for the military. They won't take regular orders. Other times they may be the only one doing higher quality work around.

Dwarven Workshops

Dwarves prefer to have their own shops in which they also work. They will have a building in four major sections. The front section will have the materials that are on display as well as a fitting area and such. Then they will have a manufacturer area behind that with several apprentices working on various orders. They will often bring customers back to fine tune an order. If they do enchanted items then they will have another room set aside for bonding rituals to the side of the manufacturing floor.

Above that they will have a housing area for themselves and their apprentices. At the front area will be the den and this is where the stairs from below lead to. Sometimes they will even bring costumers up here. Behind that they will have a dinning room and kitchen area. They don't like any guests to come in there. They would prefer to bring food out to guests in the den. Behind the kitchen will be a master bedroom for the Shop Owner and his Wife to one side. The other side will be a dorm for the apprentices and servants.

Often these workshops will have standing orders for the military and the city. They will be working on these all the time and they will take a few examples out for display until they finish a bulk order and then they will send them off. If they sell the display items they will just keep making a few.

Second Hand Shops

There are many of these in most cities. Smaller cities have nothing but these. They would have various clothes and goods that have been sold to the shop and repaired there. If you have equipment that you have picked up from somewhere else you can get rid of it there. They will even repair your clothes there. They have a workshop in the back where they re sew items or take them apart to make something else.

Some poor section shops that have weapons also do this. They will repair a weapon if it can be fixed and take it apart if it isn't useful anymore to make other things. Poor armor shops will repair damaged leather and replace missing chain links and such.

Most poor shops are connected with a better shop with lesser skilled relatives learning the trade there. If they get high quality

goods for sale then they will take them back to the more skilled shop keeper and they will repair it and sell it at their shop instead.

Specialty Shops

These are usually for anyone who comes it. They will be focused on one thing such as boots, jewels, or something like that.

Utgard aViking

Players are living in a Stronghold community with Humans and Gnomes living in their settlements. They are young ones that have to go on their first Utgard Raid. They are being directed to bring back something for several different trainers in order for them to train them. What they bring back will bring them honor and renown as well as wealth.

They go into a tunnel that leads to a gate under ground to a specific realm. On their side there are some creatures of the underground as well as some creatures that have come through from the other side and vice versa.

Dwarven Legends and Religion

The Dwarves believe that they were created by the Aesir out of stone. They helped the Gods carve Humans out of wood.

Dwarven Ancestor Gods

Mótsognir (Old Norse "battle roarer"^[1]) is the father of the [Dwarves](#), and resides in [Nidavellir](#) (Old Norse "dark fields"). War God

Durin, Second Dwarf - Master of Enchanting and Forging, the Forge God

Dvalin is said to have introduced the writing of [runes](#) to the dwarves, sort of the Dwarven Odin. Helped create magic weapons. God of Magic

Fjalar and Galar - Gods of Meadmaking

Andvari - God of Greed

Onar - God of Farming

Regin - God of Generosity and Helper of Man, Regin lived among men. He taught men how to sow, reap, work metals, sail seas, tame horses, yoke beasts of burden, build houses, spin, weave, & sew. His brother Fafnir became a dragon because of his greed and Regin learned the cost of greed because of him.

Summer Court Fae

Brownies (+1 LA)

Brownies are a small kind of fey that likes to help out in or around a house. They are also known to live aboard ships and help out the crew. Those Brownies that live in mines are called Kobolds.

They can make themselves invisible at will since they do not like to be seen. They primarily work at night in exchange for food, especially honey, porridge, and cream or milk. They will often have strange restrictions on how they are referred to. They don't like to have their work referred to as a job, or that they work for the house, or their food is payment. Many do not like the owner of the house telling anyone that they are there in the first place. They like to help others but they will get angry if they feel that they are being taken advantage of or are being abused.

Basic Fae Package +3 LA
Diminutive Standard Creature -3 LA
Str -6, 2/4/6/8, Def 13
Dex +1, Int +1, Wit +2: 2pt
Invisibility 2pt
Total +1 LA



House Brownie 4th level +1 LA Race = 5th level

Str -6, Dex +3, Con +0, Int +3, Wit +4, Pre -1, Class Bonus +2
Reflex 13/18, Stunned 15, HTH 0, Tough 1, Move 4
Basic Skills: Athletics +5, Perception +6, Resolve +1, Survival +6
Crafting (T) +10: Pottery, Leatherworker, Metalworker, Tailor, Woodworking
Lore (T) +9: Fey Lore
Resistance (T) +6: Tireless, Iron Stomach
Stealth (T) +10: Disable Traps, Evasion, Infiltration, Pick Locks

Brownie Flaws

Flaw - Drunkard - You get drunk on Honey or Cream very easily and other brownies have to drag you off to keep you from being found the next morning.

Flaw - Family Focused - You are focused on helping a particular family. If you are helping one of them and they offend you then you will switch to helping a different member of the family, preferably in a different house.

Flaw - Family Hatred - You are focused on hurting a family that offended you. You will go around and mess their lives up, sometimes switching from family member to member or house to house.

Centaur (+5 LA)

Centaur is a creature of both nature and civilization. They help protect the forests as well as help guide young adventurers. Centaurs are long lived, living hundreds of years. Male Centaurs are called Kentauroi and the female Centaurs are called Kentaurides.

They are known to study the ways of the forest as well as the arcane. They have been called stargazers for their habit of seeing the patterns of the world in the stars. They are renowned for their archery using heavier bows than most men can draw. However because their torsos are the size of men they cannot use large scale weapons and will either use human weapons or version of human weapons forged for themselves.

Centaur is a large creature but their human torso is only medium scale. Their biology is mixed but their human torso is mostly muscle. They can bend at the "waist" and can touch the ground without any trouble even though it looks like they shouldn't be able to do that. Their back legs allow them to balance themselves when doing this. They don't use human martial arts but they do use melee and cavalry weapons and tactics quite effectively.

Some Centaurs are more academic than the standard centaur. They love medicine and astronomy as well as ancient lore. Some have become famous mentors to young heroes. Others are more magical. They primarily use Transfiguration but they could learn other powers (except Chaos or anything High Tech).

They will usually use their glamour to appear to be a human riding a horse instead of a centaur.

Basic Fae Package +3 LA
Large Standard Creature +2 LA
Str +5, 7/14/21/28, Def 9
Dex +2, Int -1, Wit +1, Pre +2, +2 pt.
Vulnerable to alcohol - They have no resistance to its effects and become wild because of it. -2 pt.
Total +5 LA



Centaur Longbow +3 15/8 (str added) Long range

The Centaur Longbow is to scale with a large creature with a long recurve and arrows like human spears. Their height allows them to wield them in combat.

Centaur Ranger 10th level + 1 LA Tough +5 LA Race = 16th level

Str +5, Dex +2, Con +4, Int +0, Wit +5, Pre +2, Class Bonus +5

Reflex 9/20, Stunned 14, HTH 13, Tough 9, Move 6

Basic Skills: Beastcraft +7, Resolve +6

Arcane (T) +9: Astrology, Dream Control

Athletics (T) +11: Brawling, Climbing, Clubs, Running

Crafting (T) +14: Bowyer, Furrier, Leatherworking

Lore (T) +9: Fey Lore, Greek Lore, Celtic Lore, Hearth Lore

Melee (T) +11: Slashing Sword, Spear

Perception (T) +14: Excellent Hearing, Tracking, Spot Traps

Ranged (T) +14: Archery, Spear

Resistance (T) +13: Tireless, Iron Stomach, Resist Cold

Stealth (T) +14: Shadowing, Concealment, Sneak Attack

Survival (T) +14: Woodlands Training, Animal Trapping, Skinning

Centaur Flaws

Flaw - Cryptic - Some Centaurs love to speak in riddles or cryptic statements. They consider it a display of wisdom, both on the speaker and on the person receiving the knowledge and trying to understand it. They will often couch information in astrological terms.

Flaw - Fey Arrogance - Many Centaurs consider themselves better than mortal races due to their fey blood and longer life spans.

Flaw - Hatred of Riders - Many Centaurs hate to be ridden and dislike horses for encouraging humans to do this.

Dryads (NPC)

Dryads are fae or changlings that have angered one of the more powerful Fae, such as the Selee or a Forest Lord. They have been imprisoned inside a tree for the life of that tree. Once that tree dies they may be free but most of the time they will have lost their minds by that point. Any injury to the tree will injure them as well so they protect them until the tree dies of old age if they can. They can act as guardians of an area and protect it from others or they can act as a danger to travelers.

Dryads

Basic Fae Package +3 LA

Incorporeal Manifestation +3 LA

Can only manifest at a certain place (NPC only) -1 LA

Gnomes (+3 LA)

Gnomes are a diminutive race that is known for their crafting abilities. They excel at fine workmanship. They are similar in some ways to Dwarves but they prefer a warmer climate. They love arts, crafts, and music. They are excellent craftsmen and they the primary craftsmen for the Summer Court.

They respect authority and titles and they have a lot of respect for their Elders. Their culture is based around bureaucracy to some degree. They prefer to go slowly and steady through any kind of negotiations. Their education system is the center of their culture.

They have a strong connection with the Earth. They are able to Earth Meld at will and will often have rooms that are not connected to each other in their dwellings unless they live with other races.

They are fairly superstitious and have a lot of small rituals and habits from that. They prefer to have a well warded home and are careful on who they invite in. They will have small symbols and wards around all over the place. They are very friendly but they don't automatically trust people or trust easily. They are always worried that you are not really what you seem to be. Sometimes they will use their wards as tests to see if you are something supernatural.

They love to craft Weird Science items. They are known for their Enchanting and Alchemy. Some are Earth Masters and they have learned this from the Dwarves, however they are more interested in using it to shape sculptures than as a combat style. Some are skilled Healers. They are always dedicated to one skill that they will try to Master. In later Tech levels they will focus on Computers, Engineering, and Science.

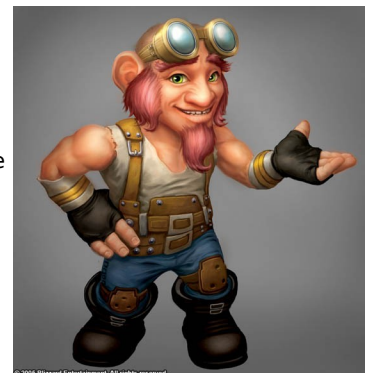
Gnomes +3 LA

Basic Fae Package +3 LA

Small Creature (-1 LA)

Int +2 1pt

Earth: Earth Meld 3 pt.



Pixies (+2 LA)

Pixies are tiny fairies that live around humans, in fields in the country or around a city. Sometimes they will operate in groups. They like to eat human food and can be bribed to do services for it. .

Basic Fae Package +3 LA
Diminutive Standard Creature -3 LA
Str -6, 2/4/6/8, Def 13
Dex +6, Int -2, 2pt
Invisibility 2pt
Flight +1 LA
Total +2 LA

th **th**
Pixie Thief 3 level + 2 LA Race = 6 level

Str -6, Dex +6, Con +2, Int -2, Wit +2, Pre +1, Class Bonus +1
Reflex 13/24, Stunned 18, HTH 0, Tough 3, Move 6
Basic Skills: Crafting +3, Melee +7, Resolve +2, Resistance +3, Survival +3
Athletics (T) +11: Flight
Perception (T) +7: Alert, Eagle Eye, Excellent Hearing, Quick Search
Stealth (T) +7: Concealment, Evasion, Pickpocket, Shadowing

Pixie Flaws

Flaw - Kleptomania - Pixies will often compulsively steal things.

Flaw - Shiny Object Syndrome - Pixies will often become focused on shiny objects, even if they have no value.

Flaw - Short Attention Span - Pixies are easily distracted and have a hard time focusing on complex or boring tasks or information.

Trolls (+8 LA)

Trolls are a large type of fey that are sometimes used by other fey as bouncers. They will tend to claim an area and be fairly territorial about it. This is the source of the Troll under the Bridge stories since a bridge was often the only thing that would provide cover from the weather at that time. Now it can be any kind of place big enough and open enough for them to move around it.

They have a type of glamour around them that lets them pass as human sized if they need to. While they are human they will have a human size and can move through spaces that their large size should not let them. This is not an illusion in the normal sense but a distortion that occurs around them, but only while they are looking like a human. Their human clothes will act like human clothes and have pockets and such but they can't make themselves look like they are wearing armor or carrying iron.

Trolls have a very deep grinding voice normally but while they are concealed as a human they have a normally deep human voice.

Basic Fae Package +3 LA
Large Strong Creature +4 LA
-2 Int, -2 Dex -2 pt.
Thermographic Vision 1 pt.
Natural Armor (light) 1 pt.
Glamored Size Change +1 LA
Total +8 LA

th **th**
Troll Thug 5 level + 8 LA Race = 13 level

Str +10, Dex -1, Con +1, Int -2, Wit +1, Pre +2, Class Bonus +2
Reflex 9/14, Stunned 11, HTH 17/0, Tough 14, Move 6
Basic Skills: Resolve +4
Athletics (T) +5: Brawling, Climbing, Club
Lore (T) +4: Fey Lore, Greek Lore, Hearth Lore
Perception (T) +7: Hound Dog Nose, Storm Sense
Resistance (T) +7: Tireless, Iron Stomach, Resist Cold
Survival (T) +7: Woodlands Training, Mountain Training, Skinning, Animal Trapping

Troll Flaws

Flaw - Flawed Glamors - Your understanding of human clothes is off so something won't look right with your disguises.

Flaw - Troll Voice - You can't change your voice while in human form so you don't sound human.



Fey Creatures

Gryphon (Creature)

This is a powerful creature that has the body, tail, and back legs of a lion and the head, wings, and front legs of an eagle. They are majestic and intelligent creatures that were created by the Selee to serve as guardians for their palaces and treasures. They will escort Selee and some Elves around when they travel as well. They do not act as mounts but they have been known to allow a child or injured friend to ride them.

They can understand Elvish when spoken, but they are proud like many fey creatures and they will only bow to a Selee or someone they consider a noble friend. They cannot speak but they can make a piercing cry that can serve as an alarm or a warning. They do have a natural ability to use Telepathy. They don't think in words but they can project concepts and experiences. They are very resistant to illusions because of this.

They mate once for life and do not find another mate if the first dies. Once they mature they do not age. They can only die through violence. They lay a single egg every few years that they are together. The Selee have Elven handlers that take care of the Gryphons and their offspring.

They are only fair fliers but they are very quick in combat. They have beaks and claws that can cut through metal and stone with ease. These are magical attacks and they are only blocked by magic. They are immune to normal weapons. Only magical weapons can hurt them.

They can see Auras, Magic, Spirits, and Dark Entities.



Challenge Rating: 8

Scale: Medium Strong Creature

Attitude/ Role: Quick Intelligent Lurker

Speed: 55 mph (poor)

Wounds [Toughness]: 10/20/30/40 [15 special]

Attacks: +15, Bite 15/special, 3 attacks

Defenses: Reflex 29, Fortitude 18, Willpower 20

Perception 25 See Magic (Acute), See Auras (Acute), Dark Sight (Acute), Spirit Sight (Acute)

Complexity/Organization: Smart, Solitary

Environment: around the Selee Summer Court

Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness)

Vulnerable to Iron (Light Wound/rnd, Common)

Hippogriffs (Creature)

A Hippogriff is a fey creature that was created by the Selee in order to gain a good fighting mount. They crossed a Gryphon with a Horse, but they are not nearly as powerful as a Gryphon. They have the head, feet, and wings of an eagle but the body of a horse. They are smart mounts but not fully intelligent. They will always allow a Selee or Summer Elf to ride them. They are proud and will only allow a human to ride them if that person is very respectful of them. They don't like Winter Court Fey or most Unaligned Fey either, except Unaligned Elves.

They have good senses and they can sense Magic and Dark entities.

Challenge Rating: 4

Scale: Large Standard Creature

Attitude/ Role: Quick Intelligent Lurker/Mount

Speed: 55 mph (average)

Wounds [Toughness]: 7/14/21/28 [7]

Attacks: +10, Talons 14/3, 2 attacks

Defenses: Reflex 17, Fortitude 15, Willpower 18

Perception 21 vision, Detect Magic, Detect Dark Energies

Complexity/Organization: Smart, Solitary

Environment: Mounts for Summer Court and Neutral Elves.

Moderate Allergy to Pollution, many Chemicals, and Synthetic materials (weakness)

Vulnerable to Iron (Light Wound/rnd, Common)



Tree Guardians (Creature)

Transmutation can cause a tree to awaken and act as a guardian for the caster. Selee will often use these guardians and keep them around for a long time. They continue to grow as a normal tree until they are destroyed or allowed to return to being trees by the caster or the death of the caster.

The abilities of the Tree Guardian depend on the size of the tree that it came from. The scale system doesn't exactly match for the guardians since the tops of the tree guardians don't have as much strength. They can speak a language that their caster knows and decides at the time of casting.

Small Tree (12-30ft)

Challenge Rating: 2
Scale: Large Standard Creature (+5)
Attitude/ Role: Slow Directed Brute
Speed: 5 mph
Wounds [Toughness]: 7/14/21/28 [14]
Attacks: +5, Punch 7/0, 1 attack
Defenses: Reflex 19, Fortitude 15, Willpower 18
Perception 20 Sense motion
Complexity/Organization: Simple, Directed
Environment: around Summer Court

Medium Tree (30-50ft)

Challenge Rating: 4
Scale: Huge Standard Creature (+10)
Attitude/ Role: Slow Directed Brute
Speed: 10 mph
Wounds [Toughness]: 10/20/30/40 [20]
Attacks: +5, Punch 10/0, 1 attack
Defenses: Reflex 18, Fortitude 15, Willpower 18
Perception 20 Sense motion
Complexity/Organization: Simple, Directed
Environment: around Summer Court

Large Tree (50-100ft)

Challenge Rating: 3
Scale: Gargantuan Standard Creature (+20)
Attitude/ Role: Slow Directed Brute
Speed: 15 mph
Wounds [Toughness]: 20/40/60/80 [40]
Attacks: +5, Punch 20/0, 1 attack
Defenses: Reflex 17, Fortitude 15, Willpower 18
Perception 20 Sense motion
Complexity/Organization: Simple, Directed
Environment: around Summer Court

Huge Tree (100ft+)

Challenge Rating: 5
Scale: Colossal Standard Creature (+30)
Attitude/ Role: Slow Directed Brute
Speed: 20 mph
Wounds [Toughness]: 40/80/120/160 [40]
Attacks: +5, Punch 40/0, 1 attack
Defenses: Reflex 16, Fortitude 15, Willpower 18
Perception 20 Sense motion
Complexity/Organization: Simple, Directed
Environment: around Summer Court



Undead

Angry Ghosts

These are Ghosts that have died in a traumatic manner and are back for revenge. They are more than just reflections of an event. They have enough force to actually kill a person. When they manifest they look real but may flicker in an unnatural way. When they move they can jerk from place to place or appear and disappear at will. They will usually appear when they are most focused on something they are angry at or something that reminds them of something they are angry at.

Angry Ghosts may attack those that injured or killed them in life, those that mess with their place of rest, or those that remind them of someone else they hated in life. So a Ghost that is out for revenge will attack a certain group of people and then usually stop. A ghost that is defending a place of rest will continue until they are left alone. The ghost of a serial killer could try and continue their killing pattern.

All Ghosts require an Anchor to keep them in this world. This can be their corpse or even an item. Salting and burning this anchor will release and destroy the Angry Ghost. Someone with abilities can sometimes direct an Angry Ghost if they have their Anchor.

Angry Ghosts are not usually reasoning or fully conscious. They can be confused by talking to them but they can't come to any realizations enough to change their nature. They can be delayed by this momentarily if you have enough information about them from life. However it takes a very stubborn personality to become an Angry Ghost in the first place so this tactic has problems to start with.



Ghosts can't cross an unbroken line of salt. Their manifestation can be disrupted by certain enchanted objects or by throwing salt at them. Religious symbols will usually not work on a ghost because they will perceive themselves as justified if they even pay attention to it.

Scale: Medium Standard Creature (+0)

Attitude/ Role: Hunter or Territorial Lurker

Speed: 10 mph jerky movement

Wounds: special

Attacks: +5, Heart Grab 12/total, 1 attacks

Defenses: Reflex 25, Flatfooted 17, Fortitude 10, Willpower 15

Perception 12 confused

Complexity/Organization: Standard, single or small groups

Environment: Old Houses, Graveyards, spooky places

Combat

It is easy to disincorporate them. If they are going after you and they don't realize that you can hurt them then they are flatfooted. Once they realize that you can hurt them then they will dodge around, even disappearing and reappearing in a different place. They will try to attack you with objects or directly by sticking their hands in your chest and stopping your heart. A person being attacked like this is staggered while it is occurring but recovers after one round (unless they die from it). The damage is only bashing for one round and disappears completely after that.

The only way to stop an Angry Ghost is to find their anchor and destroy it, usually by fire.

Major Vampire

This is a vampire either from a higher powered setting or an example of an older vampire. They are more likely to have additional abilities and this may vary from vampire to vampire. This can be a function of natural abilities that they have had time to expand or a function of their vampire "family line" or clan. For additional vampire abilities use the standard powers list or you could use the Totemic Power with the Beast Within as their Totemic Spirit.

They are immune to the same things as Minor Vampires and may not have the same weaknesses. They may be immune to the lesser vulnerabilities such as garlic and such. They are Mighty Medium creatures. Sunlight will still burn them but may not kill them immediately.

In a setting that uses the Minor Vampire and the Major Vampire together the Minor Vampire would be a young vampire or a courtier type Vampire. The Major Vampire would be the combat and older kind of vampire. They will be veteran characters with many years of experience.



Major Vampire (+9 LA)

Scale: Medium Mighty Creature (+10)

Attitude/ Role: Intelligent Brute or Controller

Speed: 80 mph

Wounds: 15/30/45/60

Toughness: 30/Special

Attacks: +15, Claw 15/5, 3 attacks

Attributes: +18 total with max +5

Defenses: Reflex 25, Fortitude 25, Willpower 25

Perception 25 Low Light

Complexity/Organization: Standard, pack (3-8)

Environment: Underground Boardrooms

Immunity to Normal Weapons of personal scale, this doesn't include any weapon that has incendiary features or silver.
Regeneration: Fully Recover after an hour out of combat, Deadly level Recovery, Well Known ways to stop recovery

Then add powers on top of that. They can learn any of the powers.

Minor Vampires

Minor Vampires are vampires that are not all that powerful. This can be the standard vampires for a low threat horror setting or young vampires from a higher threat horror setting. They are the most susceptible to the traditional weaknesses such as stakes, sunlight, silver, and garlic. They can't cross a ward or enter a house without being invited by someone who lives there. They can be driven back and burned by religious symbols of most religions. They don't cast a reflection and can't be filmed by a camera that makes use of a mirror to take pictures.

Minor Vampires are medium strong creatures. Gun fire from any personal level firearms doesn't do any real damage to them but vehicle scale weapons would destroy them. Fire does normal damage to them. Melee attacks that remove a part of the body cause that body part to ash. Cutting off the head will ash a Minor Vampire. A stake through the heart will ash them as well. Holy water will burn their skin like acid and falling in it will cause them to dissolve.

Minor Vampires also have a 'Vampire Face' that they use to intimidate their prey.

Minor Vampires cover the Vampires from Buffy, Angel, Blade, and most movies.



Minor Vampire

Scale: Medium Strong Creature (+5)

Attitude/ Role: Hungry Brute

Speed: 30-35 mph

Wounds: 10/15/20/25
 Toughness: 8/Special
 Attacks: +5, Bite 5/0, 3 attacks
 Defenses: Reflex 15, Fortitude 15, Willpower 15
 Perception 15 Low Light
 Complexity/Organization: Standard, pack (3-8)
 Environment: Nighttime Graveyards in small California towns

Immunity to Normal Weapons of personal scale, this doesn't include any weapon that has incendiary features or silver.

Viral Zombies



Viral Zombies are a result of a kind of virus that infects people by body fluid contact typically through bites. The virus shuts down portions of the central nervous system while amping up others. They feel no pain, take little or no shock from injuries, move and think very slowly, have no memories or personality and little if any reasoning or thought processes. They can lose limbs and major organs and still keep going. They can function with a damaged heart and brain but a loss of their head or shot to the base of the brain will kill them instantly. Their body parts will not continue to move after dismemberment. Poisons will generally not work as well. They will not even be effected by light wounds. Other wound levels will effect them but only to slow them down. A Heavy wound or better will kill them if taken to the head or top of the spine.

A person that has been bitten will convert into a Zombie after being bitten. This process may take a few minutes or may occur after the person takes a serious or better wound. Viral Zombies will engage in cannibalism of the living or dead. They will also eat pets and such. They will generally ignore other Zombies or anyone who can pretend to be a zombie.

Zombies have no functional central nervous system. They feel no pain. Bashing damage that does not loop to lethal does no damage. They ignore the stunned and staggered conditions. They also ignore piercing attacks that don't damage the base of the neck or to the brain.

Weak Zombies

Scale: Medium Creature (+0)
 Attitude/ Role: Hungry Brute
 Speed: 5-10 mph
 Wounds [Toughness]: 5/10/15/20 [4] special
 Attacks: +1, Bite 5/0, 1 attacks
 Defenses: Reflex 10, Fortitude 10, Willpower 10
 Perception 10
 Complexity/Organization: Simple, swarm
 Environment: Urban Apocalyptic Landscapes

Fast Zombies

Scale: Medium Creature (+0)
 Attitude/ Role: Hungry Brute
 Speed: 30-35 mph
 Wounds [Toughness]: 5/10/15/20 [4] special
 Attacks: +5, Bite 5/0, 3 attacks
 Defenses: Reflex 10, Fortitude 10, Willpower 10
 Perception 15
 Complexity/Organization: Simple, swarm
 Environment: Urban Apocalyptic Landscapes

Strong Zombies

Scale: Medium Creature (+0)
 Attitude/ Role: Hungry Brute
 Speed: 5-10 mph
 Wounds [Toughness]: 5/10/15/20 [8] special
 Attacks: +5, Bite 5/0, Rip 10/0, 1 attacks
 Smash Attack: Str +4, attack +5 = +9
 Defenses: Reflex 10, Fortitude 10, Willpower 10
 Perception 10
 Complexity/Organization: Simple, large groups
 Environment: Urban Apocalyptic Landscapes
special attack: Rip – Strong Zombies that do serious damage will rip your arm off. They will try and do this each round they can get to you.

Zombie Dogs

Scale: Medium Creature (+0)
 Attitude/Role: Hungry Brute
 Speed: 25 mph
 Wounds [Toughness]: 5/10/15/20 [5]
 Attacks: +5, Bite/Claws 5/1, 2 attacks
 Defenses: Reflex 10, Fortitude 10, Willpower 10
 Perception 15 smell
 Complexity/Organization: Simple, Solitary or pack (3-6)
 Environment: Urban Apocalyptic Landscapes

Zombie Virus

Fluid Contact Vector
 DC 30 to resist
 Revert to Zombie upon death

Your Toughness does not stop you from contracting the disease. If you are bitten at all, even if it does no real damage then you have still been exposed.